

PURE GAME BOY EXCITEMENT

# GB ACTION

CHRISTMAS 93 ISSUE 20

£1.25

100% GAME BOY

BART'S  
BACK!

EAT MY YULE LOG!

The Simpson kid returns  
in Bart And The  
Beanstalk

MATT GREENING

**REVIEWS:** ZOOL, TOTAL CARNAGE, CASTLE QUEST, ALIEN VS PREDATOR, CHUCK ROCK, ZELDA, 4 IN 1, SPIDER-MAN AND THE X-MEN, SENSIBLE SOCCER **PREVIEWS:** THE LAST CRUSADE, F-1 POLE POSITION **FEATURES:** THE BEST STUFF OF 1993, MANGA VIDEO PLUS NEWS, HINTS, TIPS, GUIDES, GAMES INDEX, READERS' LETTERS, COMPOS **AND MUCH MORE!**



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MEET....

OUT NOW

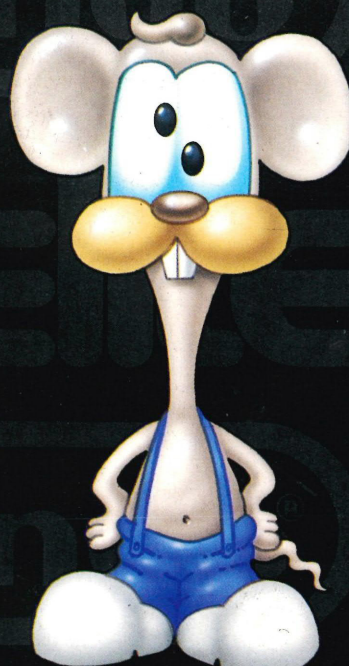
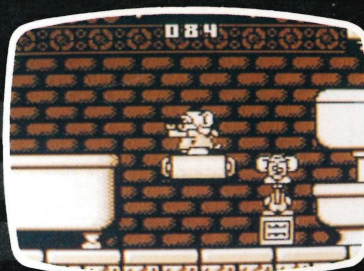
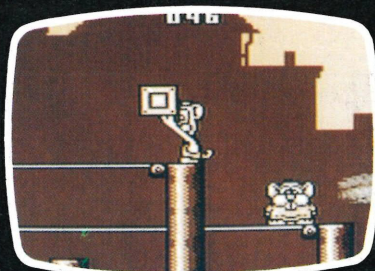
# The Fidgetts™

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2 Mbit Power

DESIGNED AND DEVELOPED IN GREAT BRITAIN

NOT AVAILABLE ON IMPORT



A family of adventurous mice! Fed up with life in a quiet country barn, Pa Fidgett decided to take his family to America to make a fresh start. During the long and arduous journey to the docks, Freddie and Frankie have become separated from the rest of the family. And so begins the adventure of a life time!

- Each mouse has different abilities, make careful use of these to ensure that they both succeed.
- Huge playing area of 790 screens (2 to 4 times the size of most Game Boy game cartridges!).
- Full screen 8 way scrolling.
- Lots of puzzles and brain-teasers.
- Swap between the two characters at any time.
- Full screen end of level bosses.
- NOTE - This is a One Player Game only.
- Save game feature.

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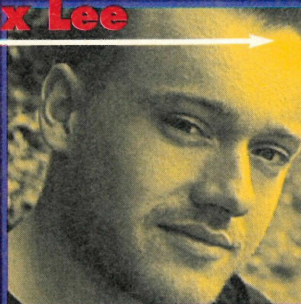




## WELCOME TO THE GB UNIVERSE...

Rejoice! A new team of superheroes have been sent from beyond space to deliver a smart Game Boy mag to an outlet near you.

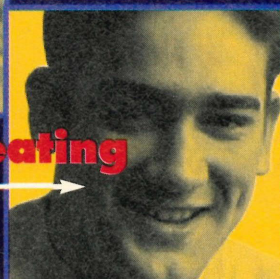
**Alex Lee**



**Editor**

When he was but an innocent infant, this terrifying toddler was bitten by a radically radioactive hamster. As he grew older, this affable adolescent assumed the form of Hamster-Man™, possessing potent and preposterous powers. He emits small squeaks, carries his lunch in his chubby cheeks and runs round in a puny plastic wheel till the cows come home.

**Marc Keating**



**Art Editor**

When he was just 14, Nespot Sinkhole, a supreme being beyond all understanding, accosted our Marc and endowed him with amazing, astounding and something else beginning with A abilities. After he pronounces his personal password, "Yttub!" he turns into Digestion-Man™, who can exist on a diet of chip butties, Coke and bacon sarnies without ever putting on any weight.

**Rob Sharp**



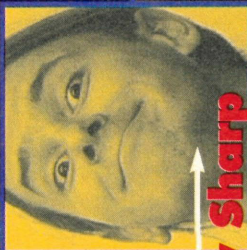
**Deputy Art Editor**

Following a terrifying tryst with a vaporous, vulgar vulture when he was but a poor boy, Rob now assumes the curious costume of Vulture Boy™. He spends his nefarious nights nesting on top of gargoyles skulking ironically, circling the skies above Birmingham and feeding from the bits left in bins behind bhathi houses.

**Senior Staff Writer**

Whenever he's frustrated by life, his skin turns grimy and he becomes the Incredible Grungo™. With his lank, unwashed hair, his skinny puppy tramping alongside him on a length of old knobby rope and his Ministry t-shirt, Grungo makes evildoers everywhere beware by attending open air arenas and moshing down the front.

**Andy Sharp**

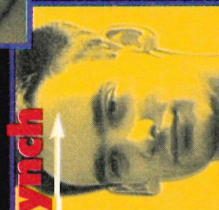


**Jason Spiller**

**Contributor**

Otherwise known as Typo-Man™, his amazing abilities include the power to turn a completely bland and unsuspecting piece of prose into something terrifying and turly unreedable wiht just a flick of his word prtoecessor machine, hias creatiue spee4d is legendayr, his SPEELING AWE-SOMM and his esntencwes ineviatabe7y unending.

**Ian Lynch**



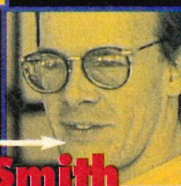
**Production Editor**

From the dark mists of Celtic mythology comes a legendary hero. Has he been sent to save the world or destroy it? Only Ulla, crazed fire-goddess of Malibu, knows which. But all this is as naught to Britvic-Man™, fearless champion of proper bottle openers and a full choice of juices. Gasp in horror as our hero takes on sarcastic publicans everywhere.

**Staff Writer**

Possessor of a mysterious ring which makes him glow green, Rob becomes the Green Cabbage™, the gregarious guardian of various vegetables, ie. the green ones. Wherever there's a cooking pot, there he is to cut courgettes and cucumbers into fine slices, add a touch of seasoning and boil for 20 minutes in a pan of lightly salted water on medium heat.

**Robert Smith**





# PURE GAME BOY EXCITEMENT

# GB ACTION

MAD about the 'Boy MAD about the

**As 1993 draws to a close, GB Action remains ahead of the field. Everything Game Boy related and more you'll find here. Get a life. Get GB Action magazine.**

**L**ast month's GB Action was an unparalleled success. We've had countless letters telling us how good the new look is. Thanks very much, but don't be scared to send in constructive criticism

as well – your opinions are of great importance to us.

On the subject of opinions, I reckon that buying someone a Game Boy for Christmas is an ideal stocking filler.

If you can't afford it, buy 'em a copy of GB Action magazine so they can see just what they're missing.

You may have noticed that the cover price has gone up slightly this month.

The reason for this is because running our Ferrari Diablos is getting more and more expensive these days. Or something.

Before you get all upset, however, that you won't get a better value (or cheaper) games mag anywhere else, despite the claims of certain other publications.

So have a brilliant Christmas and don't have a cow, man.

See ya soon, **ALEX LEE**

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**EUROPRESS**  
INTERACTIVE

## REGULARS

### NEWS

06

Considerably more exciting than the news on the telly and a lot less depressing and violent, GB Action's news pages are more uplifting than an extra support brassiere. It's an info overload – there's no end to what we wanna tell ya 'bout the world's greatest hand held.

### REVIEWS

08

Played to the death and scored accurately and objectively, these are the reviews to believe. We're the only dedicated Game Boy magazine, and we've been around quite a while now. We know what we're doing and we do it well. Check 'em out – now.

### PREVIEWS

34

Hats off to Ubisoft for providing us with a couple of corking previews. There's a driving game that could well turbo its way to the top of the motor racing sim pile and a platform spectacular starring the world's most adventurous middle aged lecturer – Indiana Jones.

### COMPOS

36

Titus have come up with the goods – literally – once again. This time round a dozen Titus The Fox carts are up for grabs along with a dozen handy Titus rucksacks. Computer Manuals are also on the compo bandwagon. Ten Mortal Kombat Fighter's Companions can be won.

### GAME BUSTERS

51

The longest and most exciting saga since the Fosdykes, The Empire Strikes Back is finally conquered in glorious technicolour this month. There's also another mint serving of hints, cheats and codes that's mintier than the EEC mint mountain. Mint or what?

### BUYERS GUIDE

58

Welcome back to the definitive Game Boy cart chart. Don't believe the hype of expensive advertising campaigns or scores featured in other mags. Check out the most accurate and thorough Buyers Guide you'll ever see. Three pages of precise, concise mini reviews and scores.

**WIN!**  
**LOADS OF**  
**UNBELIEVABLE**  
**PRIZES!**

# THE ONLY GAME BOY

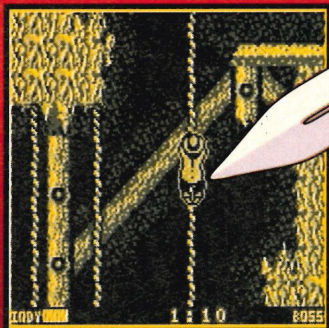


GB ACTION ISSUE 20 CHRISTMAS 1993

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MAD about the 'Boy

## PREVIEWS



Indiana Jones comin' at ya royal style on the Game Boy in The Last Crusade.

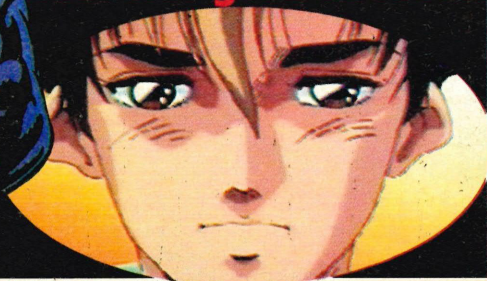
**We won't con you with reviews of in-development games.**

The heroes who brought us Star Wars and The Empire Strikes Back are comin' at the Game Boy once more with Formula One Pole Position and Indiana Jones and the Last Crusade. Remember where you saw 'em first.

## FEATURES

Stuck for a Christmas pressie? Check out GB Action's guide to the best (and worst) of 1993 and your mind could be made up for you. Read with glee reviews of the latest videos to grace our tellies.

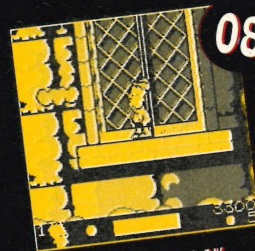
**1993 - What was good about it?**



# MA IN THE WORLD

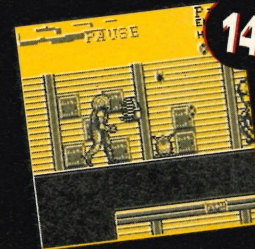
## REVIEWS

There's another splendid selection of reviews this month. Come to think of it, it's amazing just how many we fit in, isn't it? 'Yes.' (Reader's voice)



**08 BART AND THE BEANSTALK** Starring the yellow haired top from Springfield

**CHUCK ROCK** Prehistoric perfection is a possibility

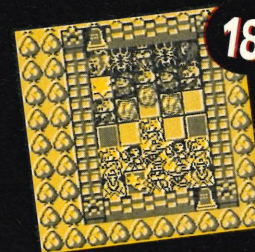


**10**

**ALIEN VS PREDATOR** Sounds like a good scrap. Or does it?

**TOTAL CARNAGE** A no holds barred shoot 'em up from the old school

**16**



**18**

**CASTLE QUEST** A quality in depth release from Sony Imagesoft

**SENSIBLE SOCCER** One of the most eagerly awaited carts ever

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**ZELDA** The biggest ever adventure yet seen on the Game Boy?

**4 in 1** Sedate fun with four (really?) traditional classics

**28**



**39**

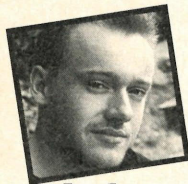
**WE'RE BACK** Dinosaur bandwagon job or decent release?

ALSO DON'T FORGET TO CHECK OUT ZOO'S EXCLUSIVE REVIEW ON PAGE 30



# NEWS

## FROM THE GAME BOY WORLD



Alex Lee welcomes you to the most informative Game Boy news pages in the world. Don't have a cow – glue your eyes to this information overload.

## FILO 'BOY

Why bother carting a mobile 'phone around when you can have all your info on a GB cart?

**W**hat a refreshing change! It doesn't quite herald the end of laptop computers, but it's a lot more convenient than bulky filofaxes.

What am I talking about? The Personal Organiser from InfoGenius. Packed into a standard Game Boy cart is a 'phone book, a day planner and a calendar which goes up to the year 2000.

Up to 90 names and num-



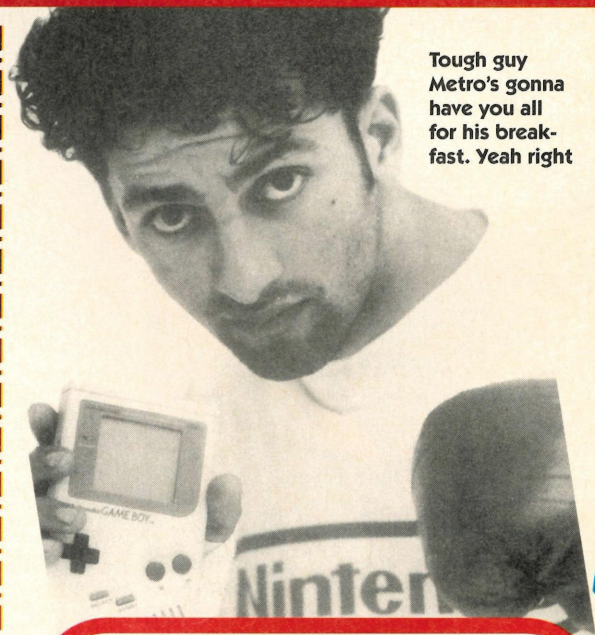
bers can be stored in the 'phone book.

There's also a day planner built in, a world clock with over 75 cities.

Okay, so it's been around for a while now but it's got to be a more original Christmas present than a pump platform romp or a bobbins beat 'em up.

Cart kindly supplied by  
Console Plus  
(0924) 456802.

The Personal  
Organiser's an  
ideal Christmas  
pressie for the  
serious GB owner



Tough guy  
Metro's gonna  
have you all  
for his break-  
fast. Yeah right

## Nintendo

## Metro A-Go Go

**T**he current Nintendo champion is this fierce looking chap above. His name's Metro and he'll take anyone on at games. Recently spotted at the Nintendo party in London, he played Brad Burton (of Super Action, Over The Edge and Gamesmaster fame) at Streetfighter II Turbo in front of a packed audience.

Needless to say, he whipped Brad's ass but he can count himself lucky that none of the GB crew turned up.

## SISTER MAGS

The four mags on the right are all related to GB Action. All published by Europress Interactive, these titles are guaranteed to be considerably more of a riveting read than rival publications. You read it here first. Buy 'em.

### SUPER ACTION

### MEGA ACTION

### AMIGA ACTION

### PC action

## COMPO WINNERS

**Mortal Kombat  
Gloves & Punchbags  
Compo**  
S. Halsall, St. Helens  
Barry Curtis, Stourbridge  
Nick Travis, Chesterfield

**Taz-Mania Compo**  
Eight games to:  
Kevin Marsh, Retford  
Louise Tarrant, Stoke  
R. Carroll, Fife  
Alan Davenport, East  
Kilbride  
Julie Wisniewski,

Birmingham  
Chris Cotton, Daventry  
Marianne Watkiss,  
Halesowen  
Gavyn Young, Hemel  
Hempstead

10 T-Shirts to:  
Louise Adkins,  
Birmingham  
Andrew Watts, Oxford  
Adam Smith, Skelmersdale  
David McKenzie, Hucknall  
P Skuse, Cornwall  
Jennifer Cox, Blackburn  
Earl Priestley, Doncaster  
Gareth Jenkins, Coventry  
Iain Urquhart, Harpenden

# PRIZES



## 'BOYS WILL BE 'BOYS

**B**efore anyone else 'phones or writes in to voice their disapproval, the Nintendo Game Boy is no longer £30 at Toys R Us. Sorry. Prices are now comparable nationwide, although Console Plus tend to offer better deals than most.

If anyone knows of any special Game Boy or cart related offers (with proof), please let me know because GB Action is here to serve you.

**The Nintendo Game Boy – the world's greatest hand held by a mile**



## Gunpowder plot



**T**he stars of Dyna Blaster on the Game Boy (a.k.a. Bomberman on other formats) attempted to blow up the Houses of Parliament on November the 5th this year. Their attempt was quashed by the ever vigilant yeomanry.

## SCOOP



Friday 22nd October saw the launch of Nintendo's new TV advertising campaign created by J. Walter Thompson.

All the ads feature ex-Young Ones, Kevin Turvey and New Statesman star Rik Mayall. Directed by John Lloyd (of Blackadder fame), the new campaign brings a mix of humour and product message to the games sector.

Mayall's acting skills and warped sense of humour made him the ideal choice for Nintendo's increasingly demanding and sophisticated fans.

A grand total of nine ads have been filmed for ITV, thus giving Nintendo's marketing support package a whopping £10 million across TV, the flicks, press and radio, in other words £1 million per week until Christmas.

Mayall plays a different character in each of the ads featuring Nintendo's top products. The ads make a refreshing change to the Sega (boo) jobs. And they're a lot funnier.

## AKIRA COMING SOON

**I**'m sure most of you will agree that Total Carnage is a lot better than previous dodgy THQ games.

I'm also convinced that most of you will be interested in seeing the best Manga vid yet is on its way to the dot matrix screen we all know and love.

So? You're thinking. Larry Siegal's Malibu Games has taken over THQ and already

there are signs of dramatic improvement.

Akira is currently in development and GB Action is going to visit the offices for a special update on its progress.

So far, we know that there's gonna be a motorcycling stage, a shoot 'em up stage and a scrapping stage. Watch this space.



Akira's coming soon on the Game Boy courtesy of Malibu Games



## NINTENSIVE CARE

**C**hristmas is nearly upon us and Nintendo have already started their advertising campaign for the festive season. Nintendo seem to have dropped their cutesy cutesy image in favour of the hip and trendy, high tech computer look.

If you haven't seen the TV adverts already, then keep yourself firmly glued to the box in case the brilliant Mario All Stars ad gets an airing.

Nintendo have surely got more wild and wonderful advertising plans up their tricky little sleeves for the future, and it's just a matter of time before we see them.

John Shearing, Surrey

### Adventure Book Compo.

Joseph Cannon, Essex  
Michael Gallacher, Glasgow  
Robert Oswald, London  
Simon Moriarty, Walsall  
William Darmody, Herts.  
Steve Billing, Plymouth  
GR Stevens, Linwood  
Scott Pepper, Essex  
Anthony Rose, Enfield  
Andrew Jolly, Kent

### Live '93 Compo.

Alex Figaro, Warwickshire  
Daniel Wilson, Derby

Matthew Peck, Retford  
Messay Woldetsadin, Forest Hill  
John Pearson, County Durham  
Gareth Jenkins, Coventry  
Melanie Watson, Rotherham  
Daniel Thomas, Gwent  
James Lister, Surrey  
Richard Letts, Kent  
Nick Roberts, Cheshire  
John Shearing, Surrey  
Mark Tadajewski, Loughborough  
David Martin, London  
Daniel Gintner, Norfolk

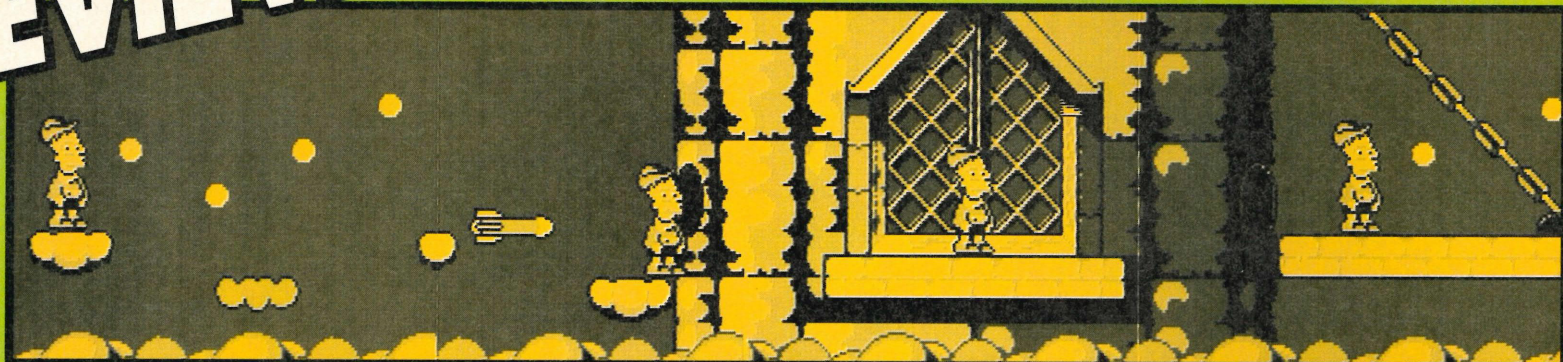
## UK CHART

This is the chart to be believed. Gallup have the most accurate chart rendering facilities known to man.

- 1) JURASSIC PARK Ocean
- 2) MORTAL KOMBAT Acclaim
- 3) ZELDA Nintendo
- 4) SUPER MARIO LAND Nintendo
- 5) BART VS JUGGERNAUTS Acclaim
- 6) SUPER MARIO LAND 2 Nintendo
- 7) LEMMINGS Ocean
- 8) SPIDERMAN 2 LJN
- 9) MICKY MOUSE Nintendo
- 10) PITFIGHTER THQ

Mortal Kombat loses its place at the top to another hyped up product. Nintendo still dominate the rest of the chart.





Above: The Street of Clouds poses one or two problems for Bart. Undaunted this indomitable hero treks onwards all the way to the drawbridge of the giant's castle

**Faster than a speeding tortoise, more deadly than a teddy bear, cooler than an ice cube. Bart is back and this time he's in panto.**

**H**e's escaped from Camp Deadly and competed in the old Juggernaut game show. Now, a fateful meeting with a strange man offering some beans in return for Homer's bowling trophy leads to the appearance of the infamous beanstalk.

Yep, the Simpsons have hit upon some hard times. Homer's been a victim of the recession and lost his job. Or did he lose the job at the local nuclear power plant for dumping a canister of plutonium in to the city's water supply? He claims he was set up. Yeah, right well, would you believe him?

Anyway, desperate times need desperate measures. Bart decides that Homer's High School Bowling Trophy may fetch a bob or two at the local pawn shop. Off to the sign of the three balls he treks when a

strange man offers the deal of a lifetime. Genuine government certified magic beans in return for the trophy. How could the boggle-eyed one possibly refuse?

But leaving the beans on the table was a mistake. Homer, seeing the beans and thinking that they're of the jellied variety pops them in to his mouth and then promptly spits them out of the window. And lo! In the morning a strange beanstalk has appeared in the garden.

Not one to turn his nose up at a challenge Bart sets off up the 'stalk. Armed with only his hyperactive energy and a catapult he bounces from leaf to leaf and platform to platform, skywards, ever skywards.

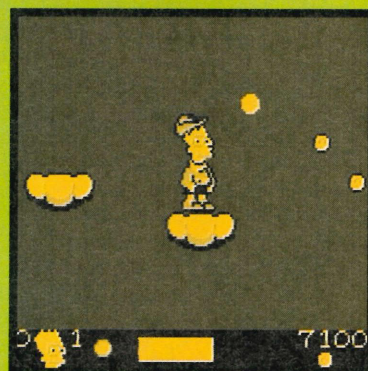
This first level involves bouncing around the leaves and vines of the beanstalk, avoiding the close attention of beetles and dodging the massed ranks of hornet nests.

*"Homer's lost his job...desperate times call for desperate measures"*

# BART & THE BEANS

Of course there's bits of energy to pick up along the way and also a few different types of weapons with which Bart can terrorise the inhabitants of the castle. Paper aeroplanes and firecrackers can all help achieve this anarchic end.

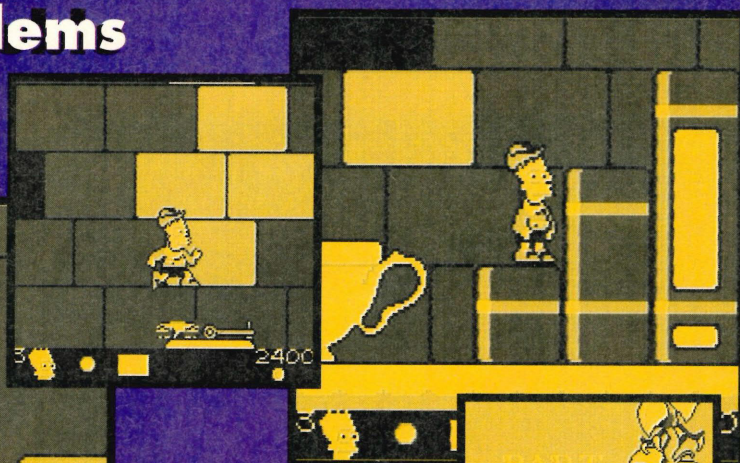
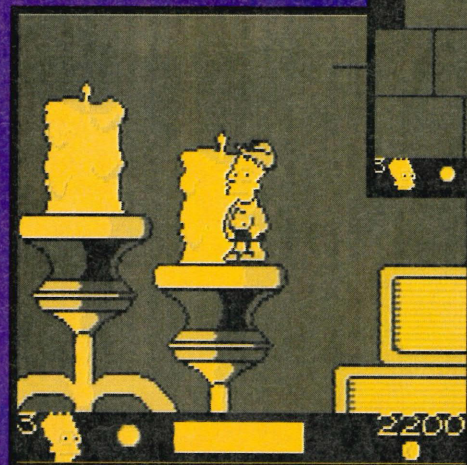
Getting to the castle is not all that easy. The trek along the streets of clouds is indeed perilous. To make matters worse not all the clouds have a great deal of substance. If Bart lingers too long the sad truth is that he'll plummet rapidly to an extremely messy demise.



Above: Bart high in the sky and not an illegal substance in sight to get him there. Hey man, like, what's the point, y'know. Chill, dudes.

## Giant problems

Below: Inside the giant's castle. Bart leaps over the candlestick but must avoid being burnt by it's flickering flame. Right: A giant record collection must be hidden somewhere!



Above right: Huge tea cups sit atop the table. This is a whole new land of the giants. Right: Oops. One slip and Bart finds himself slumped at the bottom of the 'stalk. What a pantomime this is!

There's arrows to dodge and gaping chasms to leap. This dude's got his work cut out if he's to save the family from poverty.

In the castle Bart must try to steal a bag of gold, the goose that lays the golden eggs and the singing harp, or maybe that's his sister, Lisa? There's also the problem of the giant. With a fee and a fi and a fo and a fum he chases the yellow-skinned Simp-son.

Bart's never the largest of characters even in the smallest of company but in the house of the giant he's a veritable midget. Clambering upwards he has to use record players as springs to reach the giddy heights of the table's top. What kind of records do giants listen to?

Bounding along the table Bart ends up in the giant's soup bowl where he leaps from potato to potato dodging the giant's spoon.



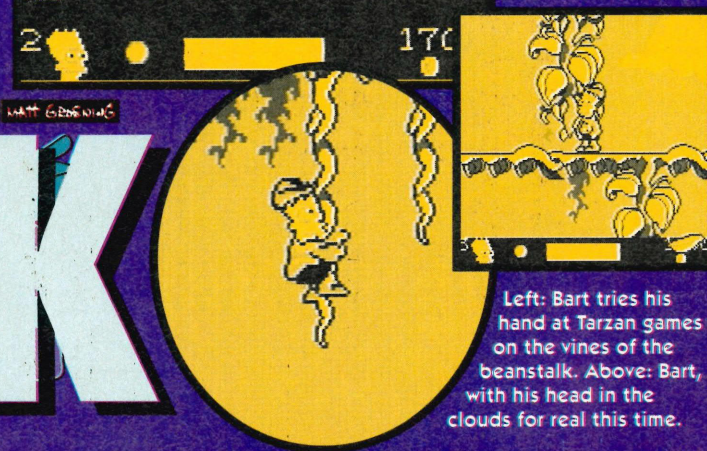


# E TALK

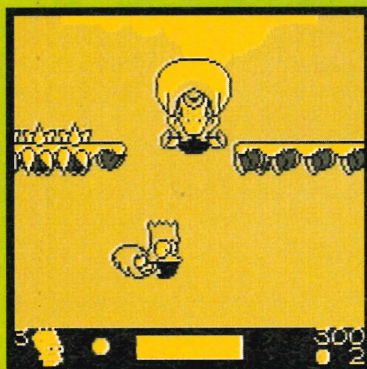
## Cowabunga!



Left: Giant luggage is needed for giant clothes. Must have just returned from holiday. Above: Bart tries to avoid becoming the main course.



Left: Bart tries his hand at Tarzan games on the vines of the beanstalk. Above: Bart, with his head in the clouds for real this time.



Above: Chased by the giant, Bart leaps down the beanstalk as fast as he can. A parachute comes in very handy at this point. Watch the birdies

Large graphics dominate the proceedings in game but don't quite match up to the excellent opening sequence. Cartoon stills feature the giant, looking remarkably like

Homer, eventually defeated by a jubilant Bart.

It all boils down to a fairly standard platform game. The six levels involve all the usual leaps and bounds, items to collect and monsters to avoid. Bart moves steadily through these levels although has to get up a bit of pace when vigorously pursued by the giant as he escapes with the goodies hidden in his jumper. The finale sees Bart floating effortlessly through the atmosphere, glad he remembered to pack a handkerchief to use as a parachute.

Is this really the pain-in-the-rear Bart we've come to know and love?

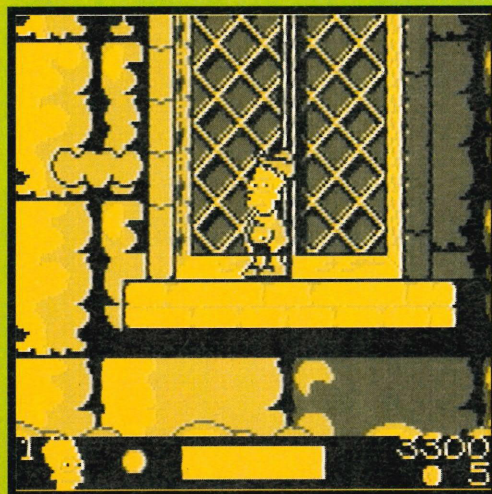
Has he gone soft? Saving the family from financial ruin does appear a little out of character when his usual exploits involve far more dodgy dealings.

Bart's venture in to the fairy tale kingdom offers nothing new. The kind of manic antics of mischief making and mayhem have been put aside in favour of heroic valour. Not what we've really come to expect from young Master Simpson is it?

A bit of a disappointment, Bart and the beanstalk gives the impression of a missed opportunity. The graphics are OK, sound is mediocre and gameplay is very samey indeed. Shame, really.

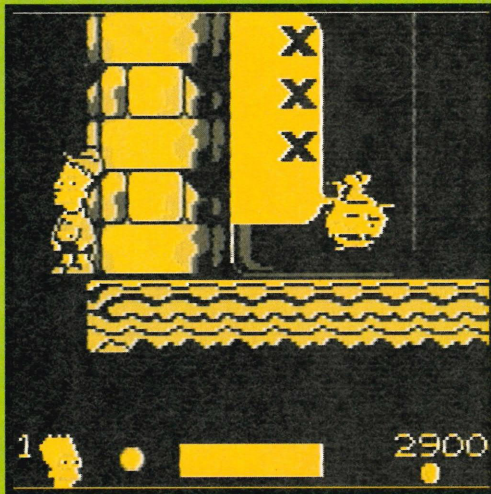
**ROB SMITH**

*"The six levels involve all the usual leaps and bounds and items to collect"*



Left: On a window sill in the clouds Bart ponders all he surveys. Where's all the eating of shorts gone?

Right: Aye carumba. Standing on the precipice of doom. Surely Bart isn't considering suicide. It's not that bad!



## GB PANEL

### THE SIMPSONS

BART  
& THE  
BEANSTALK



#### OFFICIAL RELEASE

PUBLISHER Acclaim

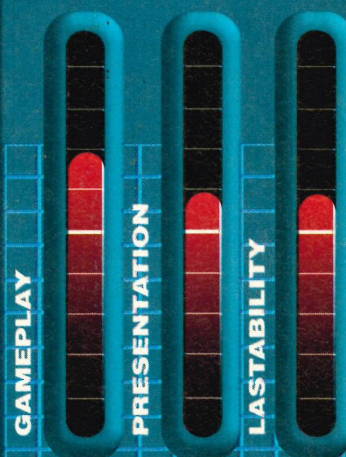
GENRE Platform

RELEASE DATE January

PRICE £25.99

Bart's latest escapade is a bit of a let-down. After the success of his previous two outings which involved the kind of antics Simpsons fans know and love of their boggle-eyed hero, the jaunt up the beanstalk fails to hit the same dizzy heights. Fine, so Christmas is the panto season but there's little here to improve the season's spirits.

At Christmas time Bart should be trying to cajole Santa into bringing him some cool prezzies, or going around 'borrowing' some from friends. As it is the season of goodwill has attacked him with a vengeance and he's out to save his family from the bailiffs. Can't really get up much enthusiasm at all for whether he succeeds or not.



### OVERALL

62%



Left: A real shock to the system as Chuck is bashed by one of the bulbous baddies

Flying kicks abound. Chuck Rock, prehistoric ninja!

Above: A sabre toothed tiger now poses problems. But Chuck doesn't look too interested, does he?

# CHUCK ROCK

**Chuck Rock Esq., that doyenne of, er, rock chucking, arrives on the Game Boy. In these Dino-mad days, Chuck aims to make a T-rex sized impact.**

**T**hings don't change much really. Even in days of old there were heinous bad guys who went around kidnapping innocent cavemen's girlfriends. Chuck Rock's little lady is one of those to suffer this unenviable fate.

Without further ado Chuck sets about chasing down the desperate villain Gary Gritter. Trekking through a multitude of different worlds inhabited by vultures, squirrels, dodos and other ancient beasts, Chuck has to negotiate the everyday perils of a cave-man's life.

Apart from the deadly fauna to be encountered along this long and dangerous path there's also poisonous flora. Some of the small bushes can give Chuck a nasty prick if he gets too close. He has to be alert to spot these hindrances since they unfortunately blend cunningly into the background.

Chuck's armoury of weapons, apart from chucking rocks, consists

of a belly splat of which Big Daddy (wrestler from pre-WWF days) would be proud and a mid-air kick reminiscent of the more agile abilities of Bruce Lee.

Y'see, Chuck doesn't appear to be the most healthy of individuals. Either his diet needs some working on or he's paid a few too many visits to the local hostelry of inebriating liquors. The humungous beer gut is a bit of a giveaway.

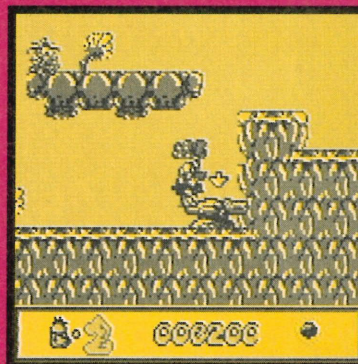
In order to progress through the canyons, ledges and peaks Chuck must utilise a few bits of the scenery which are strewn around. See-saw springs will catapult Chuck skyward to previously unreachable ledges when he dumps a bit of rock on to the opposite end. The rocks also come in handy for crossing swamps. They provide a temporary stepping stone before sinking into the murky depths.

Vultures can also lend a helping wing to ferry Chuck across gaping chasms and geysers of water from a

whale provide platforms on which to cross seas.

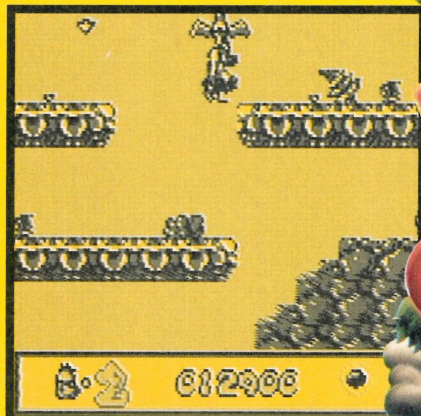
The graphics are a bit clustered making a lot of the details blurred and indistinguishable. Chuck also moves incredibly slowly, especially when carrying a rock. Acceptable this may be 'cos rocks of this size are heavy but it doesn't help the playability of the game. With average sound and graphics and slow gameplay Chuck Rock could get boring very quickly. **ROB SMITH**

**"Chuck moves incredibly slowly, especially when carrying a rock"**

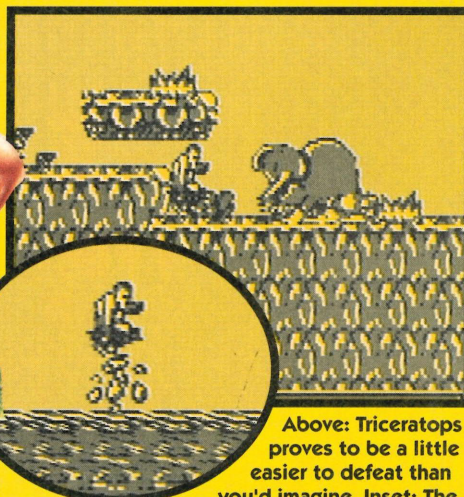


Above: With a deft lob of a rock, Chuck tests his aerodynamics, flying to the upper echelons of the world.

## Charlie Chuck



Above: A helping lift from a vulture will get Chuck a step nearer his girl.



Above: Triceratops proves to be a little easier to defeat than you'd imagine. Inset: The whale's geyser gives Chuck a lift over the sea.

## GB PANEL



**OFFICIAL RELEASE**  
**PUBLISHER** Sony Imagesoft  
**GENRE** Platform  
**RELEASE DATE** Out Now  
**PRICE** £24.99

It's a shame that the levels are all quite similar. End of level baddies take the form of triceratops and sabre-toothed tigers which give the prehistoric feel but prove to be too little of a challenge. When Chuck loses one of his three lives he has to start from the beginning of the level and the speed with which he proceeds makes this quite infuriating. With point bonuses to pick up as well as the usual bits of energy Chuck Rock offers nothing new.

The problems posed by ledges being out of reach are easily surmountable with a see-saw and a rock. Perhaps this makes the game suitable for younger players. For anyone else the interest will soon wane, unless standard platformers are your thing.

GAMEPLAY

PRESENTATION

LASTABILITY

**OVERALL**

**65%**



# GAMETEK SURE PLAYS A MEAN PINBALL

Brilliant, Amazing, Lightning Fast, Pinball is back in fashion in a big way and for some it is the original and only true form of arcade entertainment

The tables are awesome and the pressure intense as you try and try to beat the high score. Heralded as the only pinball game worth playing on the Game Boy, Pinball Dreams is the ultimate high speed thrill.

BONUS!  
123



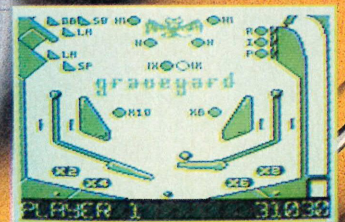
**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

**GAME BOY**

**GAMETEK**

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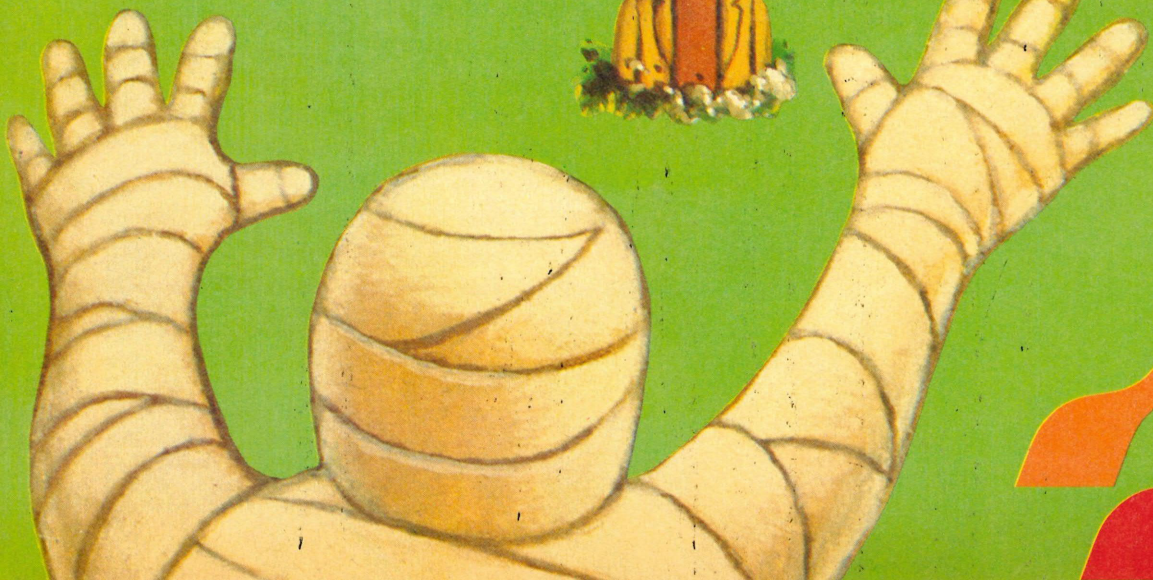
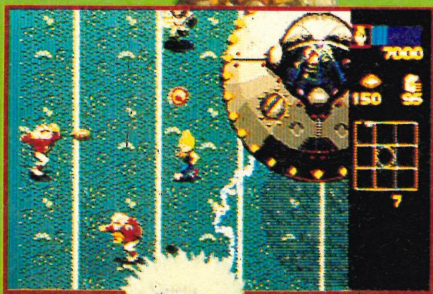
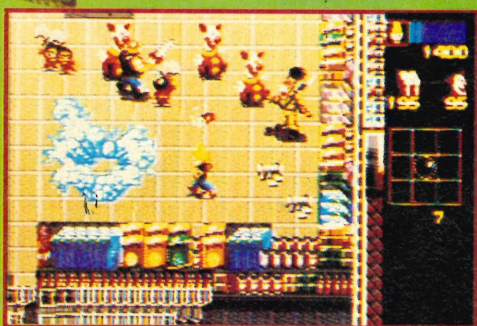


SEGA  
MEGA DRIVE

# 55 monster levels

of manic mayhem with monsters,  
mummies werewolves all trying to kill  
the neighbours! These scary psycho's  
must be terminated and **it looks**  
like it's up to you.

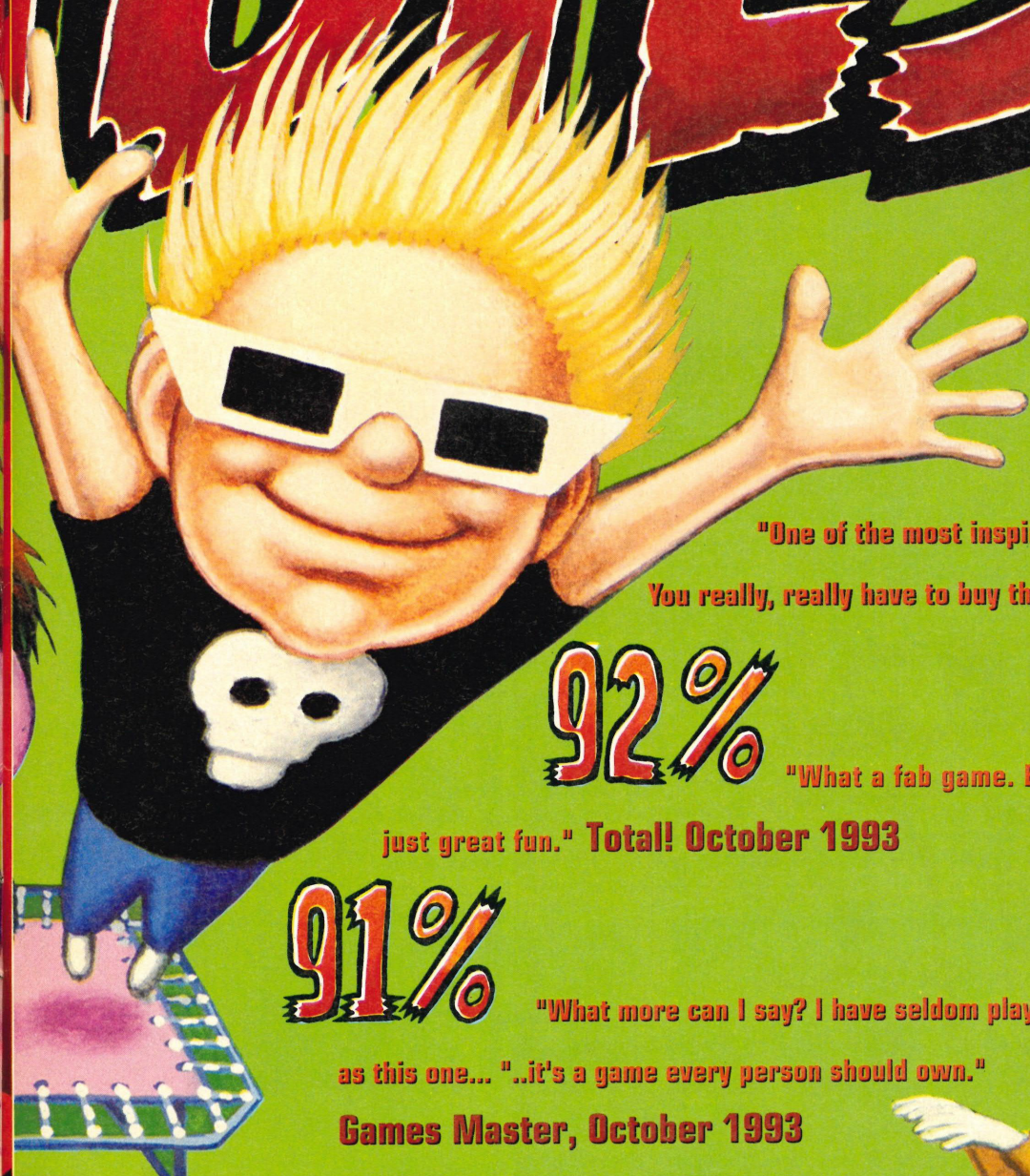
# ZOM





**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

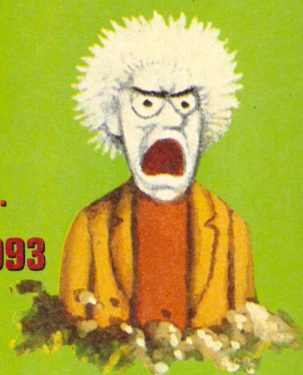
# PRLES



**94%**

"One of the most inspiring new releases in years.

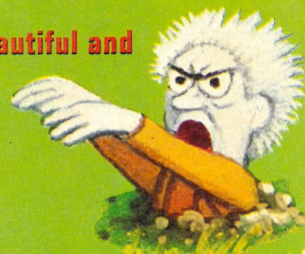
You really, really have to buy this." **NMS, October 1993**



**92%**

"What a fab game. Big, beautiful and

just great fun." **Total! October 1993**



**91%**

"What more can I say? I have seldom played a game as good

as this one... " ..it's a game every person should own."

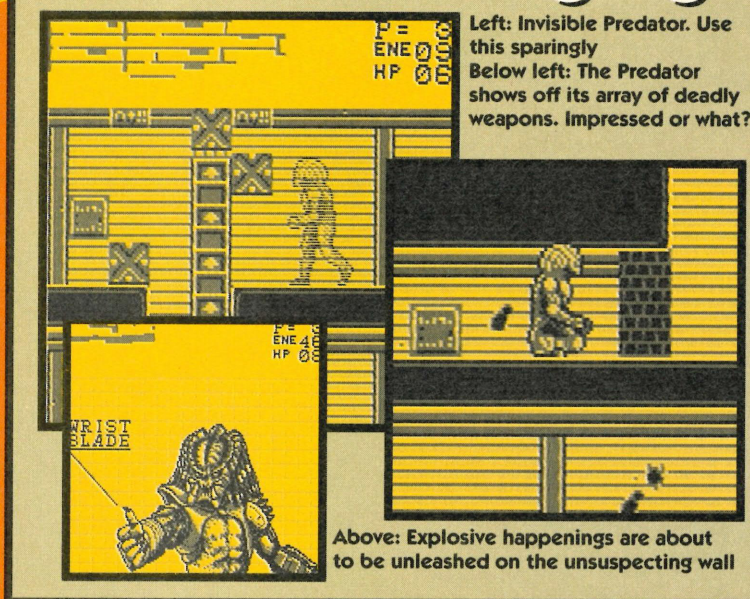
**Games Master, October 1993**



# KONAMI



## Harsh language



Above: Explosive happenings are about to be unleashed on the unsuspecting wall

Left: Invisible Predator. Use this sparingly  
Below left: The Predator shows off its array of deadly weapons. Impressed or what?

# ALIEN



**Sci-fi overload warning! Soon to stalk game retailers everywhere are the two meanest fighting races ever. Move over as the Alien vs Predator war begins...**

**B**loodsports have to be a Predator's favourite pastime. The only problem of modern predator life is the lack of prey. They searched for a solution but found no life forms left on the planet they inhabited.

After some deliberation the only alternative was to find a new hunting ground. Alpha Centauri 3 was

chosen. A lone Predator drone ship went to spread Alien eggs throughout the planet.

Once the eggs had begun to hatch the Predators returned to continue feeding their insatiable hunting appetites. The one thing they hadn't counted on was the Alien's ability to multiply numerous times in a short space of time.

The hunter became the hunted...

Eventually only one Predator was left from the hunting party, the final chance for them to bring honour to the Predator race.

The battle begins here. Fight your way through each of the seven levels, taking out the vast numbers of Aliens along the way. It's a tough task, not least because you begin with absolutely no weapons to fight with except rather puny wristblades.

The entire concept of Alien vs Predator is so much more convincing than having just another pairing of a good and a bad guy. Both characters are tough, evil and incredibly violent. Both are basically highly capable killing machines and nasty with it.

As you discover more of the area you will find other more effective instruments of death. The laser cannon is a dream for fans of mindless violence and destruction. Bombs

blast away walls to reveal a larger area to clear.

Above your playing screen a radar display can be seen of the area you're exploring. Use this to prevent wasting time by bobbing back and forth through areas previously explored.

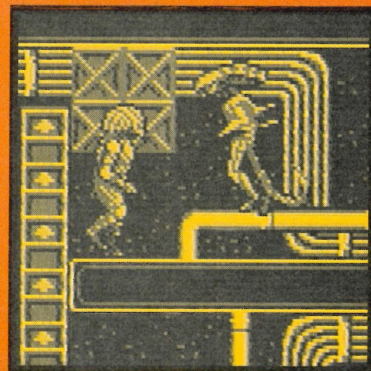
You will also begin with an energy count of fifty. This lasts about as many seconds. While you have this energy you are capable of becoming invisible and having a complete map readout of the area.

Once your energy levels have reached zero the radar map will disappear and your potent invisibility skills will, sadly, no longer be of any use whatsoever.

Alien vs Predator is a refreshing variation on a platform game, but lets itself down occasionally. The graphics are fairly realistic, but your sprite is a tad sluggish for my liking. The actual scenario makes up for this shortcoming and an atmospheric tune keeps the tension right up there at fever pitch.

Among your enemies are baby aliens which slither across the ground, fully grown slobbery chops

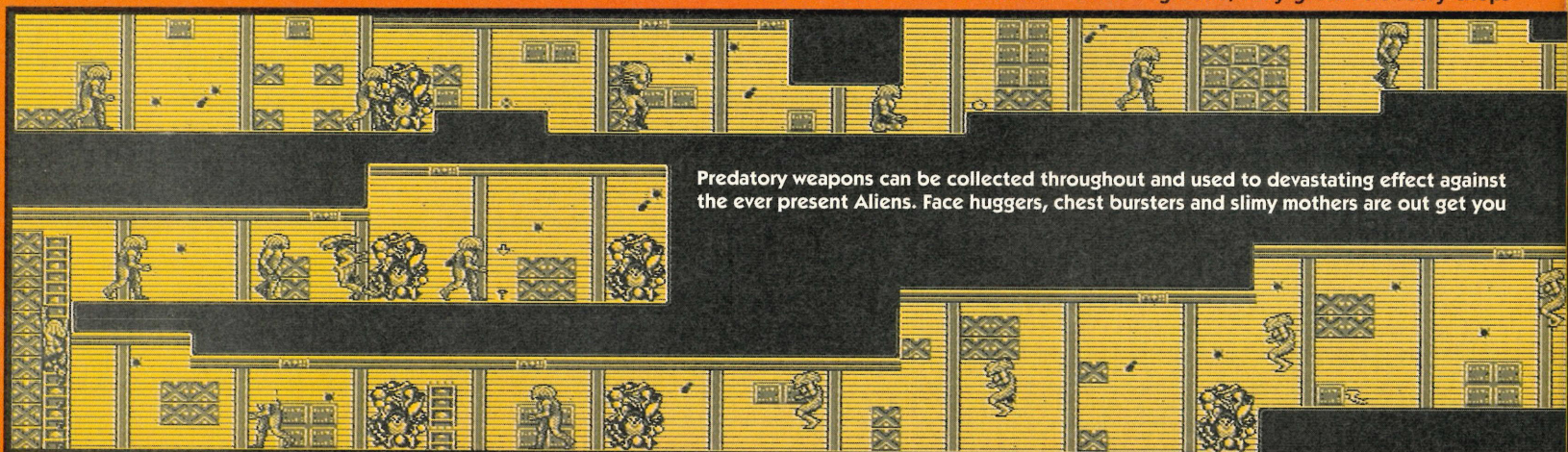
**"Both characters are basically highly capable killing machines"**



Above: Fast thinking and quick reflexes make for a deadly Predator



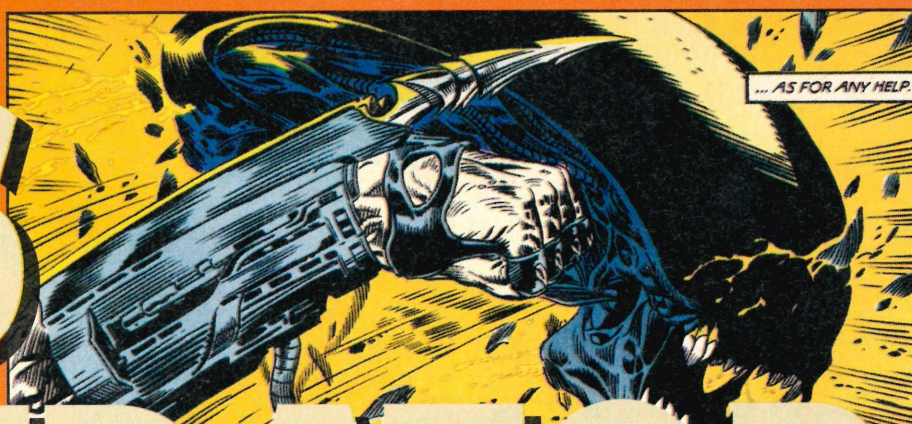
Above: A slimy alien being attacks with speed and agility



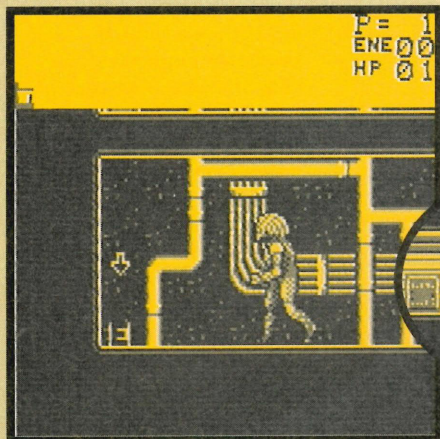
Predatory weapons can be collected throughout and used to devastating effect against the ever present Aliens. Face huggers, chest bursters and slimy mothers are out get you



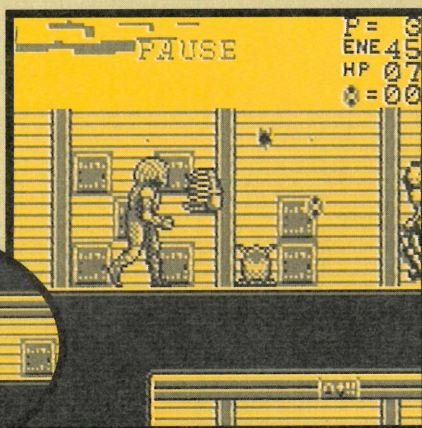
# VS PREDATOR



## Search and destroy



Left: A shot of the third level and its dreamy futuristic backdrop. Below: A predator has to duck low to make progress



Face huggers ahoy! Keep these little critters at bay using your arsenal

and extremely ugly aliens, dripping acid and the infamous nasty face-huggers! So, basically you're alone in an unfriendly environment where everyone's out to kill you no matter what it takes.

This conversion of the comic and movie heroes is tons more impressive than the scrolling beat 'em up previously seen on the SNES. It's not simply run and punch aliens, although

some of this type of thing is necessary at some points in the game.

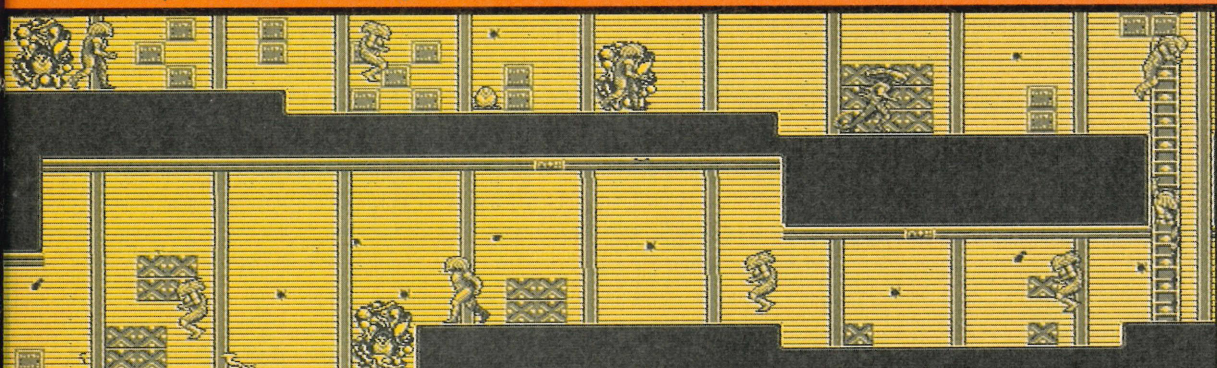
Sound effects are pretty much as you'd expect to find in a sci-fi war game, plenty of explosions and things that go bleep. There's nothing that's particularly outstanding or new apart from the squeal of an Alien as it's killed. Other than that what you're left with are just standard laser and battle sounds.

Rather than have a basic platform game with an end of level nasty here we have a game which incorporates a little strategy. A little is exactly the right words here, it's not THAT complicated.

So no hero, so to speak, seems odd but after some initial worries that Alien Vs Predator wouldn't live up to my expectations I found myself rising to the challenge. The game's easy to control and something a little bit different. As you may've guessed I found this strange yet compelling!

ANDY SHARP

"This conversion is tons more impressive than the SNES version"



Watch out! There are plenty of obstacles everywhere. An attack could occur at any time. Acid drops from the ceiling are difficult to see so please use caution!

## GB PANEL

ALIEN<sup>™</sup>  
VS  
PREDATOR<sup>™</sup>  
The Last of His Clan  
START

### OFFICIAL RELEASE

PUBLISHER Activision

GENRE Platform

RELEASE DATE December

PRICE £24.99

I can't quite pinpoint the reason this game appeals to me. Maybe it's the presentation of the dreaded Predator, or the impressive sound of an Alien dying. Perhaps it's the weapon select screens or maybe even the slightly different angle involved in the platform exploration. I do know that it appeals to me though.

It's not too quick on the scrolling front but the aliens are crawling about everywhere at incredible speeds and keeping an eye on the radar screen above is the best help you can have.

The only things I wasn't so impressed with were the game's lack of passwords and the lose a life and start from the beginning of the level system. Still, you can't have everything...

GAMEPLAY

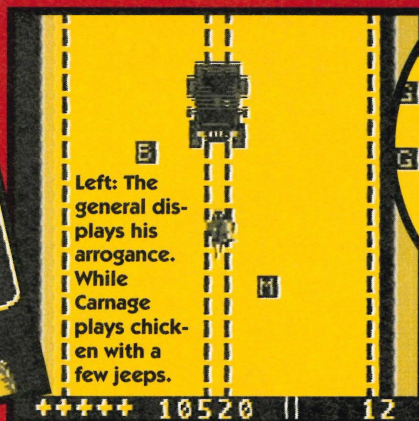
PRESENTATION

LASTABILITY

OVERALL

84%

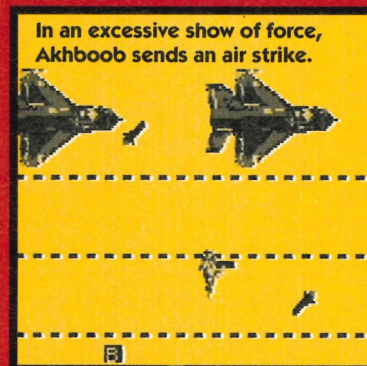




Above: Mutants swarm over the tree lined boulevards of Kookistan. An amazing display of firepower awaits

# TOTAL CARNAGE

**Mindless violence, death and destruction are the images conjured up by the title Total Carnage. This is not misleading...**



**O**ver to our intrepid reporter in Kookistan, Kate Asbeen. "Yes. Here I am in Kookistan where General Akhboob has allegedly taken hostage all reporters and other civilians. This war torn area has been a haven for journalists since the war of 1999 ended. People from all over the world have congregated here to witness the aftermath of that bloody exchange.

Facts are scarce. The ministry have

denied reports that frenzied mutants have been seen in the area, carrying off their hostages to an as yet unknown location.

I'm hearing that the allied forces have sent for Captain Carnage in a last ditch effort to free the journalists. Help is on its way."

You are Captain Carnage, sent on this deadly mission to rescue the hostages and annihilate the general's forces.

Facing swarm upon swarm of fanatical Kookistanis and mutants, Carnage must battle his way through Akhboob's stronghold. A number of weapons can be found along the way including machine guns and flame throwers as well as gems, keys and, of course, the hostages. The scrolling screen moves at set intervals controlling the speed with which Carnage can surge onwards.

It's a good idea to find out which lettered icons represent which

weapons since you'll want to use the spraying machine gun which is absolutely devastating. This weapon truly is worthy of the title total carnage unlike the bola which, quite frankly, is useless. Wanton violence at its peak.

The stages are quite short before Carnage must face Orcus, the first end of level baddie who requires literally hundreds of shots before finally exploding.

Ravaging hordes of spiders then speed quickly on to the scene and are similarly blasted to oblivion before an air strike flies overhead shooting wave upon wave of homing missiles.

The radioactive plants hidden deep within Akhboob's territory causes nuclear problems for this Ramboesque hero.

The graphics are a little bland. Small sprites bomb around plain backdrops with explosions and shots lighting up the scene.

Total carnage is total carnage. A flimsy story hides a pure shoot 'em to death scenario. It works though, some will find this a decidedly pleasant change from all the platform and puzzle fare we've had to deal with lately.

**ROB SMITH**

**"Total Carnage is total carnage. A pure shoot 'em to death scenario"**

## GB PANEL

### TOTAL CARNAGE

#### OFFICIAL RELEASE

**PUBLISHER** Malibu Games

**GENRE** Shoot'em-up

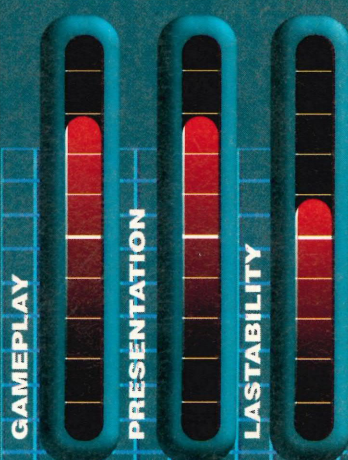
**RELEASE DATE** December

**PRICE** £24.99

Total Carnage really is a change. Most shoot 'em ups have centred around some futuristic ships blasting mutoid aliens with the help of a wide variety of power ups. This is slightly more contemporary, in the Commando mould for any who remember the old Spectrum and C64 game.

It's also difficult. Extra lives can be picked up and will be needed since swarms of mutants and fanatics do serious damage to Captain Carnage and his sidekick Major Mayhem.

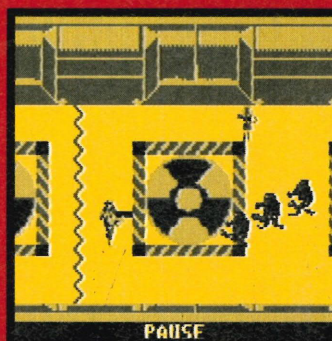
Not requiring much thought, Total Carnage is pure violent entertainment. Politically incorrect but fun. Fiendishly difficult, there's plenty of bloodfest to survive before General Akhboob finally gets what's coming to him.



**OVERALL**  
**78%**

## Viscera!

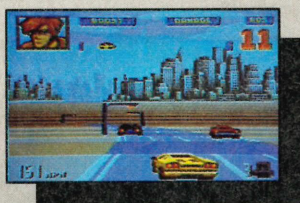
Below: The mighty Orcus takes a pounding. Right: Hostages to rescue and enemies to shoot before escaping to the exit.



Above: The reactor, inhabited and protected by mutants. There's no respite for Captain Carnage.



# ILLEGAL RACING, COPS AND GAMBLING

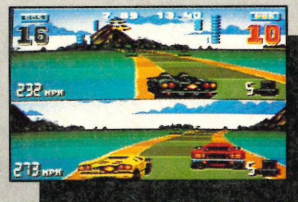


91% - TOTAL "It's a brilliant racer..."

90% - GAMESMASTER MAGAZINE

"It's incredible, it really is. I'd advise you to obtain it with all conceivable swiftness"

86% - GB ACTION "Instantly playable. Fast, furious fun"



Also available: 'The Blues Brothers' on SNES and GameBoy, & 'Titus the Fox' on GameBoy.

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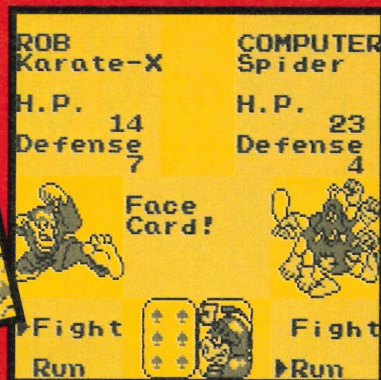
Play the game



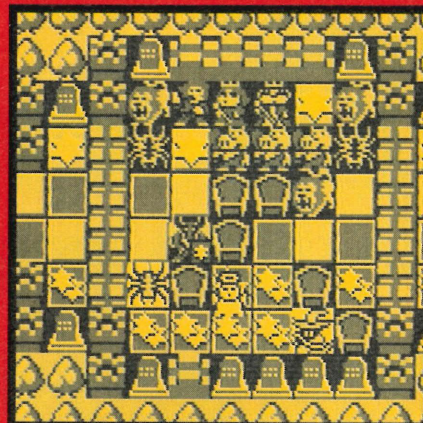




Left: Introducing a few potential power ups. The houses reveal help or hindrance. Will you take the risk. Below: Advantage Spider. This attack could spell the end of Karate.



## Casualties of war

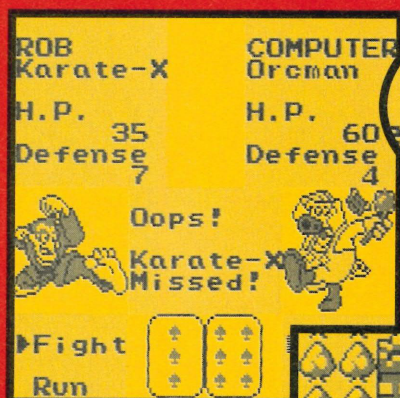


Left: War is a deadly business, even on a chessboard. The battle rages on around the coffins of the vanquished.

# CASTLE QUEST

In ancient times feuding overlords battled for supremacy in epic confrontations. With **Castle Quest** you too can now take part in the golden era of chivalry and sorcery.

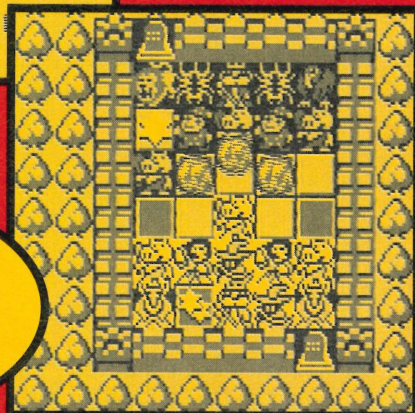
## A battle royal begins



Left: Combatants strive for the winning blow. Fight on with lady luck on your side. Above: Enemy Orcman, fight.

Right: Conjuring the mystic art of magic, fireballs erupt over enemy lines. Below: Bring on the next king.

I've been wasted. Kingaxe, you must take my place now!



**T**he land of Jokerina lies divided. A leader is sought who can unite this tragic land and bring peace and prosperity to the warring states. The Sun-king has taken it upon himself to be that saviour. Diplomacy and arbitration have failed. The only method of uniting this troubled kingdom is by utterly conquering these troublesome, unruly vassals.

A bloody battle awaits, and runs its course. The battlefield is covered with scorch marks, bloody pools congeal on the grass and corpses litter the plain. At least they will do. As the Sun-King you are the commander of one army, drawing upon a pool of subjects which include magicians, skeletons, karate fighters, orcmen and cals. A potent force combining the finest elements of brawn and sorcery.

Cal characters provide valuable healing spells, as does your concubine, the mayqueen. Also thrown in to the confusion of the melee are demons, spiders, dragons and mummies, all with different abilities.

The battle takes place on a chess board. Each piece has certain moves, strengths and weaknesses. The moves are very like those of chess pieces, but if you don't like or don't understand chess, don't be put off. **Castle Quest** has a whole host of features which make it more accessible than chess.

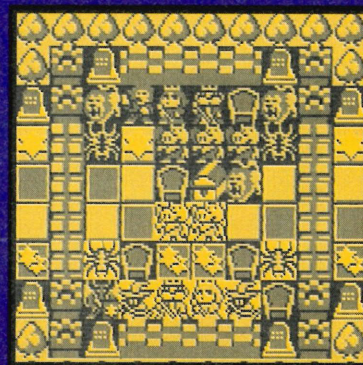
Strategy is still the name of the game. Careful consideration is required in moving the pieces to maximise their powers of magic and utilize their skills in combat.

There's no simple taking of pieces. Move a piece on to a square occupied by an opposing piece and you enter the fearsome combat arena. Here a whole new feature comes to the fore which you won't find in a traditional game of chess - luck.

Every piece has a hit point total and a defence factor. Combat is decided literally on the turn of a card. Should you select to fight (the lily-livered can retreat) the cards will spin, hit the button and if the card which you turn up is higher than your opponents defence factor then a nasty blow will hit home.

Magicians are some of the most

**"Strategy is the name of the game... utilise your magic and combat skills"**



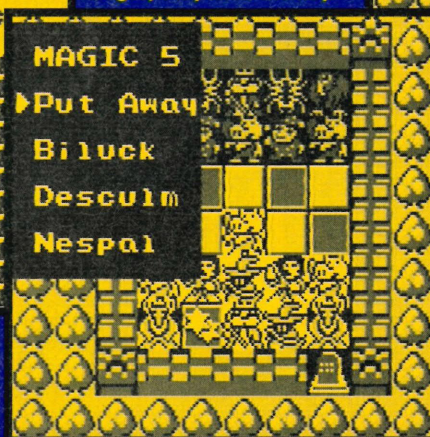
Above: Three coffins for the whites. Things don't look good for Sun-king.



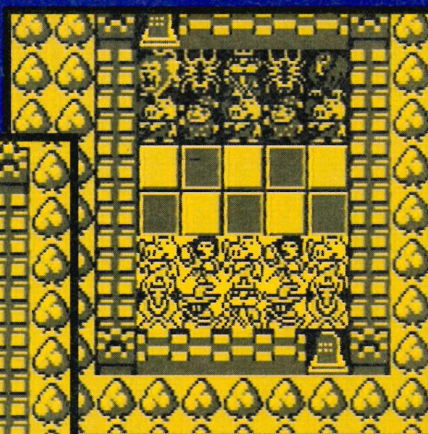


Above: The castle walls crumble. My kingdom is lost. A sad day for this land but my spirit rests in the great battlefield in the sky.

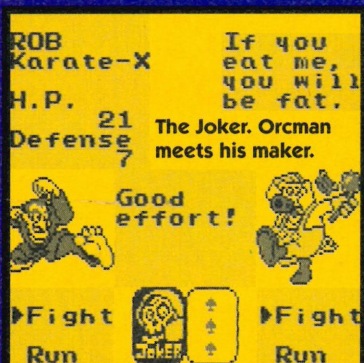
Below: Magic can be used to devastating effect and decimate the massed ranks of an army. Defend the mages, they hold the key.



Above: The armies face each other across the board. The gravediggers await their first customer. Weapons raised and magic primed, begin.



# EST



effective offensive pieces but are weak in combat. This is where careful support moves are required, backing up the mages with a tough hard hitting cyclops, for example is one good idea.

Turning a face card allows you to gain another attack in that round. This can be vital as two tired and weary combatants approach the end of their duel.

Draw a joker card with a picture of death leering menacingly at you and it's curtains for your opponent, regardless of hit points. These killing blow cards can really change the course of a battle. They're great when you turn them up against your opponent but there's nothing more infuriating than the computer doing it to you just as victory seems to be within your grasp.

Dead bodies can clutter the limited space of the battlefield, but those felled by magic can be revived, especially handy if they were slain in strategically useful positions. When the moon rises the combatants are given the chance to rest and regain hit points lost during the days battle.

Promotion is available to any character who strides valiantly in to the furthest reaches of enemy territory. The extra hit points this brings come in very handy. Some battle-

fields contain treasure chests which may help or hinder your progress. It's up to you to take the chance. If your luck's in a swift and comprehensive victory may follow.

The quest takes you through 24 castles, each opponent proving to be more difficult than the last. The first of your opponents goes by the name of Kingong and once defeated Kingaxe takes his place.

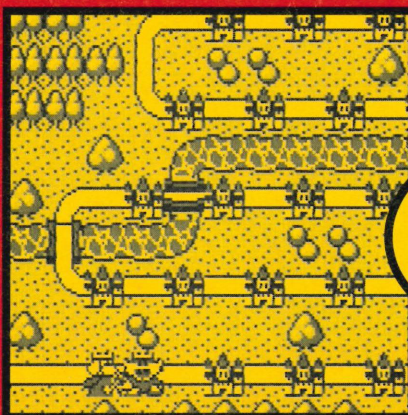
Eventually you take on the might of Kingrit but there's a long way to go before the Baron, King of Magic is faced in the final battle.

Level passwords allow you to go straight to any castle where your forces may have come unstuck. With a two player option which doesn't require use of a link up there's plenty of strategic dealings to be had with friends. You can even edit the boards to give you that bit of edge.

Castle Quest brings elements of magic, cunning and luck to the basic strategy style of chess to create an innovative, well presented game which offers a long lasting challenge. This is definitely one of the best strategy games. **ROB SMITH**

*"Killing blow cards change the course of a battle, for good or bad"*

## A quest for castles



Left: The long, windy road to 24 castles. Below: But it's not easy when faced with super Orcmen.



Above right: Invoking the powers of the gods. Fortune smiles and a devastating attack of fire or acid is unleashed on the enemy. Z-rain will promote your fighters.

## GB PANEL



### OFFICIAL RELEASE

PUBLISHER Sony Imagesoft

GENRE Strategy

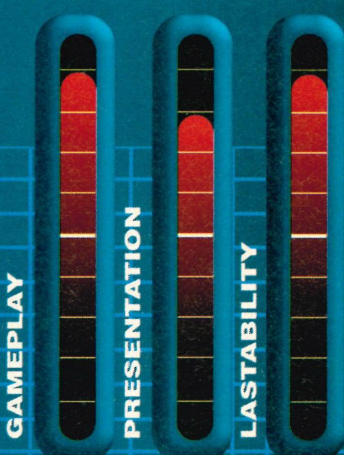
RELEASE DATE November

PRICE £24.99

There's plenty to like about Castle Quest. There's a lot to it as well. Each opposing king sends out a different line up, requiring new tactics, new ideas and more cunning moves. The 24 kings to be defeated in quest mode provide an epic struggle.

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For strategy fans Castle Quest is a must. It's challenging, engaging, infuriating and compelling. Castle Quest would look good in any collection.




### OVERALL

89%



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# REVIEW

## Big match

Below: Ready for the off, everyone's keen. Left: Some defending to be done in the six yard box.

Above: The defence is in disarray. A superb display of attacking football. Storming forward to finish in classic style.

# SENSIBLE SOCCER

It's football's big match. Goal! versus Sensible Soccer. Goal's already fielding a fine team. Now it's Sensi's turn to compete for the championship.

**S**ensi, as it's affectionately known to its friends, has been out for a while on other formats. The conversion to the 'Boy will be eagerly anticipated by the hordes of Game Boy-owning football fans. But does it live up to these heady expectations? Let's see.

It's full eleven-a-side football on a large, vertically scrolling pitch. The little players zip along and at the touch of a button will stroke the ball majestically around, building attacks from defence in Sheffield Utd fashion (entering fantasy land again are we Rob? - Ian), or in more desperate circumstances you can hoof the ball upfield, bypassing midfield in the style we know and completely hate from Wimbledon.

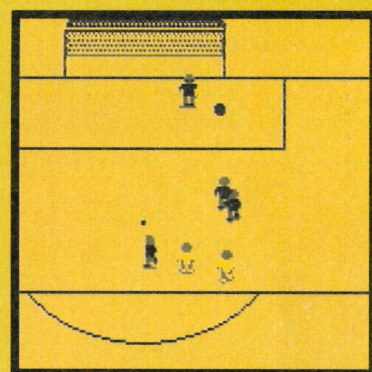
*"At the touch of a button the players stroke the ball majestically around."*

The numerous options allow you to alter the type of pitch on which you play, be it hard, wet or dribbly.

The choice of teams to play includes any one of twelve club teams or twelve national teams in friendly, cup and league competitions. Each team's players are individually named and bare no similarity to players living or dead - allegedly!

When your team formation is selected the whistle will blow and you're off. The player under your control is highlighted by a large arrow on his head. Other nearby players can also react to your control.

Occasionally this can prove quite handy. When one player passes the ball, however, and the intended target suddenly does a sliding tackle leaving the ball free for the opposition to seize control of, it can be more than a little annoying.



Above: Through on goal he shoots for the top corner and it goes in, honest.

Free kicks and penalties all feature when the sliding tackles are late or just plain vicious. Outside the penalty area there's the chance of perfecting Gazza-esque free kicks, bending the ball around the assembled wall.

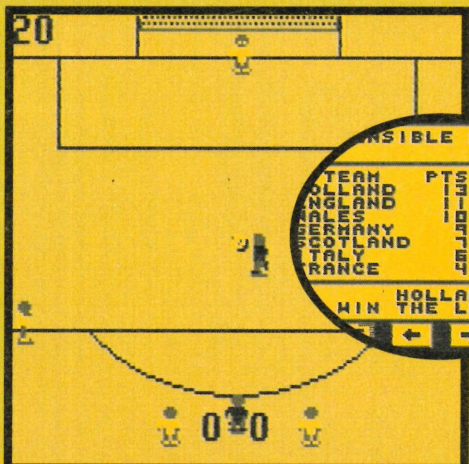
Executing the art of the 'after touch' is vital to Sensi for both passing and shooting. Some of the cat-like leaps of the goalkeepers are astounding (but not England's, notably) so carefully curled shots in to the top corner may be the only way of scoring those all important goals.

League and cup competitions give plenty of variation but there's no two-player option which is something of a let down. Still, Sensi is as realistic a football game as you're likely to find out on the Game Boy.

**Smashing. ROB SMITH**



Above: Getting ready for the off. Holland vs Italy is the match of the day. So how come Franz Beckenbauer is playing for Italy? Right: Hot league action as Holland, managed by me, take the title.



## GB PANEL

**Sensible SOCCER**

© 1992, 1993 SENSIBLE SOFTWARE

UNDER AN EXCLUSIVE LICENCE TO SONY IMAGESOFT INC. FROM RENEGADE

### OFFICIAL RELEASE

PUBLISHER Sony Imagesoft

GENRE Sports Sim

RELEASE DATE December

PRICE £24.99

There's plenty of footballing action to enjoy here. Goal line clearances and attacking wizardry add to the atmosphere. The lack of a two-player option is sad. The realism which has become Sensi's trademark could be enhanced in the battle to beat your mates. It can also hamper the overall lasting appeal since the computer can only offer so much of a challenge.

The sprites are very small but the light and dark strips stand out well on the small screen. The action gets quite intense during goalmouth scrambles leading to sore thumbs and sweaty palms. If you've no mates to enjoy a two-player game of Goal! with but still want a football game then Sensi just might be right up your street.

GAMEPLAY

PRESENTATION

LASTABILITY

OVERALL

85%



# in RETRO REVIEWS

Import games officially released

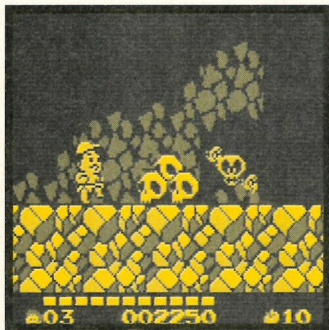
## Adventure Island 2

Sony Imagesoft

Higgins has lost his girlie (Jeannie) and doesn't know where to find her. Well, she's on one of eight islands lying about for you to hop and bop all over in this pretty and playable enough platform romp.

For a supposed sequel the game barely differs from Adventure Island and isn't so good as to demand you hand over cash for the pleasure of playing it if you weren't a fan of the first one. Still, there's six stages a level to explore and five out of work Jurassic Park extras to help you out. These dinos all have their own little speciality, one can swim, another flies and yet another even spits fireballs, lovely.

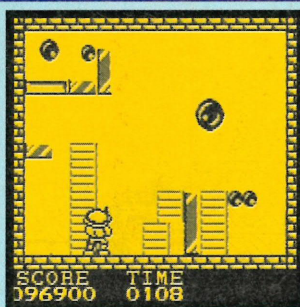
The graphics are sound, the gameplay simple, and it's certainly a lot better than certain other platform games I could mention. Special, however, it really isn't.



Left: Higgins meets that sixties pop-group Peter Pumpkin and the Syncopating Skulls, or something.

76%

Right: Ladder-climbing and spherical rubber object romper-stomping ahoy!



## Pang

Sony Imagesoft

Undoubtedly still one of the simplest, yet frustratingly addictive shoot em-up's so far available for the Game Boy. In theory it's easy, trek across the world bursting death-bringing balloons and beat the timer.

Of course, it isn't easy. The balloons divide and multiply on kissing your bullets asteriod-style making the screen rather packed with mortally dangerous spherical objects. And I'm not talking balls here.

Strategy also rears its ugly head, who wants to think playing a shoot em-up? All bonuses available are each particularly useful in specific situations so think carefully about which to employ when to achieve maximum balloon bursting brilliance.

The backdrops are a bit bodacious but the small sprites are a smidgeon trite. Difficulty is about right and it's all enjoyable enough without you really knowing why. Simple and fun.

74%

## Felix The Cat

Sony Imagesoft

"One of these days there will be a platform game with an original concept..." began Andy way back when, and guess what, he didn't think Felix was the grail of a game with the holy original idea. In other words this is really awfully average.

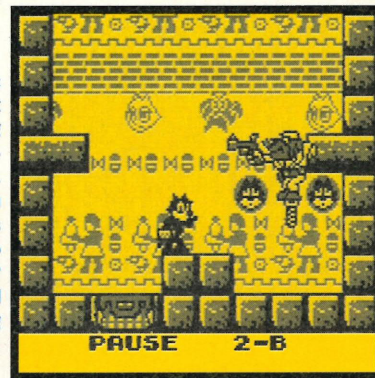
It's also dead easy as well. Still, the graphics are some of the best to be seen on the 'Boy and it does possess a certain feline charm, at least for the half an hour it takes to be completed anyway.

If you've got a kid brother or sister who's not very good at games then this might just possibly solve that awkward christmas prezzy problem but purr-lease don't buy it for yourself.

Ian Lynch

74%

Right: Our Felix looking impossibly cute. Can you guess what to do now? Avoid getting killed!

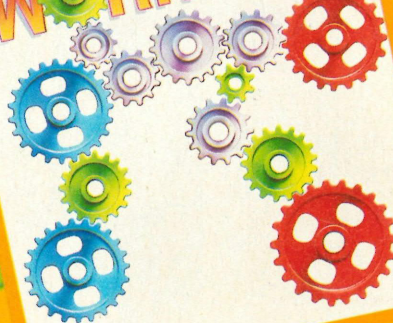


An addictive puzzle game - create clocks on 12 world monuments - shoot enemies that rust your creations.

"Eat your heart out Tetris. Gear Works is here to stay."

Alex Lee, editor of GB Action.

# GEAR WORKS



# IF YOU'RE RUSTY YOU'RE DEAD



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GAME BOY





# ROAD RASH

Nintendo



## WHEN THE GOING GETS TOUGH... STAY ON YOUR WHEELS.

Ride out the punches and give out more than you take.  
Just one blow in the right place will send your assailants spinning out  
of their saddles and skimming the tarmac at 150 mph!

Race against 14 of the most hostile bikers ever to hit the freeway.  
It's dangerous - watch out for the stray steers, roadblocks and oil spills.

But that's not all... look out for the black & whites - those eagle-eyed  
cycle cops who'll haul you in for any highway violation... this race is illegal!

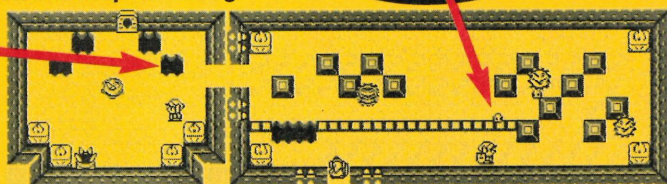
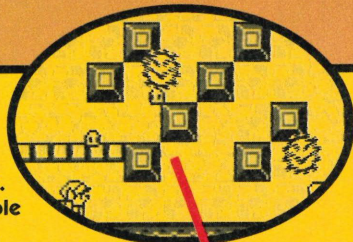
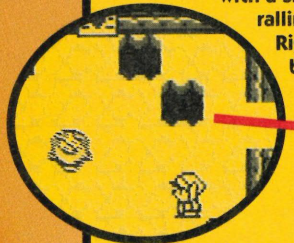


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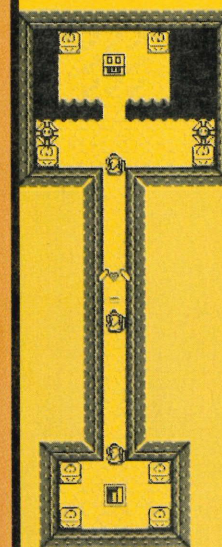
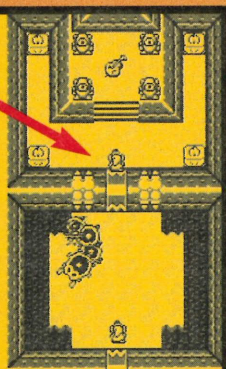
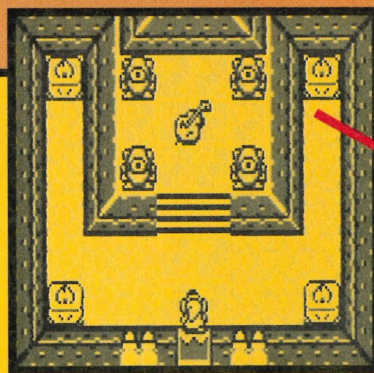
# REVIEW

Left: These spined abominations cannot be killed. Defending with a shield will send them spiralling in to the void of the pit. Right: Avoid the indestructible beasts. Keep on running.

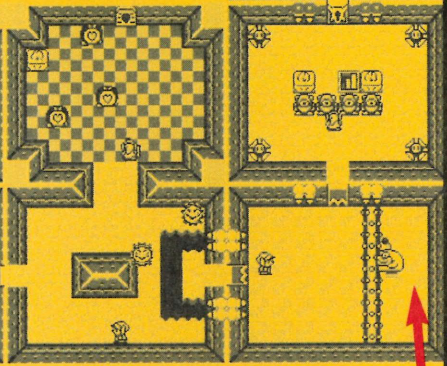
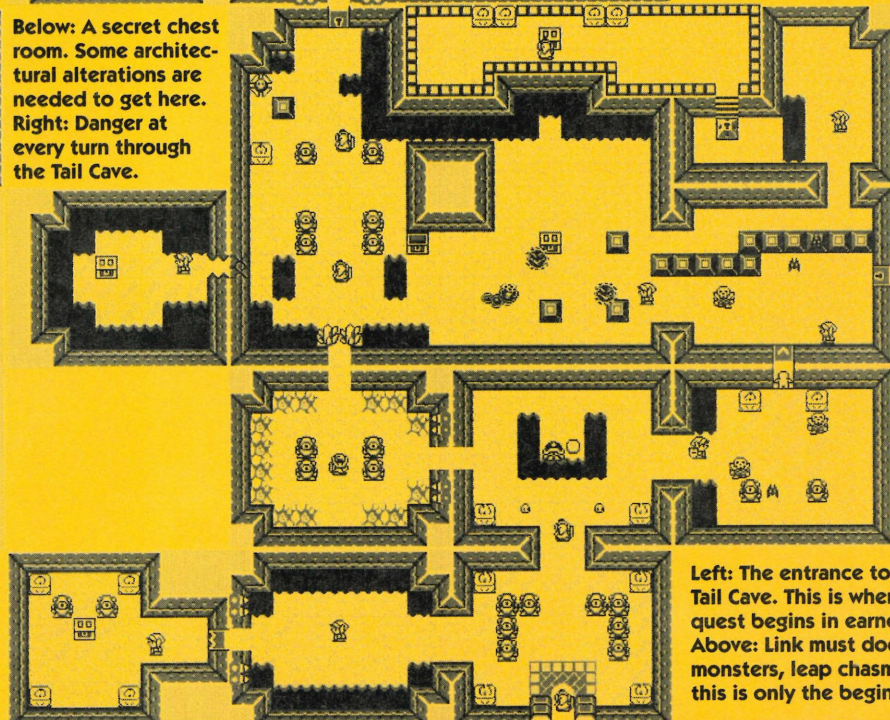


Below: A secret chest room. Some architectural alterations are needed to get here. Right: Danger at every turn through the Tail Cave.

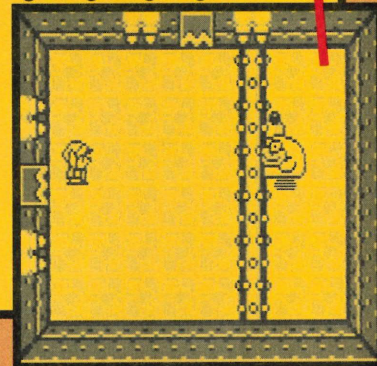
Above: Link reaches the Instrument of the Sirens. Level one completed.



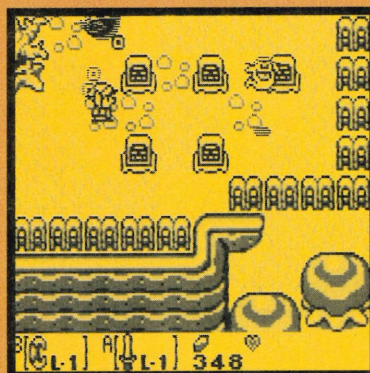
Above: Passing through dank dungeons will lead to the Roc's Feather. Right: Every room presents a different puzzle for Link.



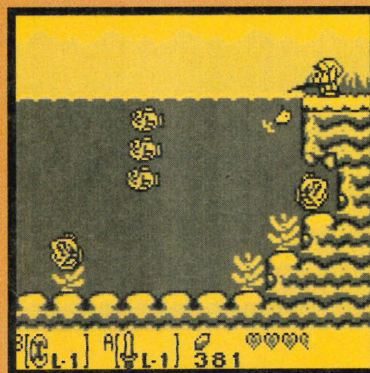
Below: This isn't even the Nightmare and already things are getting tough.



Left: The entrance to the Tail Cave. This is where the quest begins in earnest. Above: Link must dodge monsters, leap chasms and this is only the beginning.



Above: The cemetery is not a nice place to visit. Ghosts leap out from tombstones fighting Link to death!



Above: It's not all hard work. Take time out to go fishing and you never know what you may hook.

## Zelda: Link's Awakening brings the epic struggle of a huge RPG to the Game Boy. Epic? Struggle? On the Game Boy? Surely not.

**R**eturning to his home land of Hyrule, having taken time off for a voyage of self discovery, Link is unluckily shipwrecked and washed ashore on the mysterious Koholint Island.

A vision of the Princess Zelda appears to him in a dream but he awakens to see the friendly face of Malin looking down. Leaping out of bed, Link discovers the problems he'll face when attempting to leave the island. It all centres around the Wind Fish, a strange creature laying asleep inside a giant egg which dominates the island.

With the wisdom of a friendly owl to guide Link on his quest he steps outside the house in to the Mabe village. The journey now begins in earnest, starting with a visit to the beach where his sword has been washed ashore.

A quick trip to the library reveals an atlas, allowing you to find out bits about all the island. A bit of initial orientation in what is a quite huge area comes in handy. There's also a few books which give details

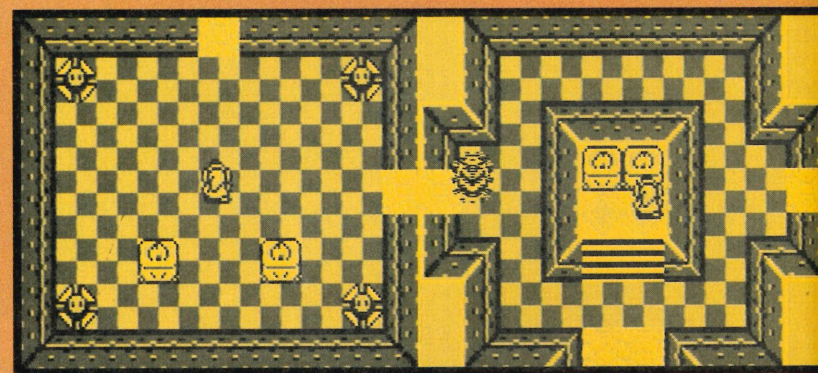
of how to play the game, how to effect the neat whirling blade manoeuvre with the sword and how to view your own map of the island.

Familiarising yourself with the local landmarks is a pretty good idea. It saves time when trekking through the villages, woods and swamps. These areas are all quite large and it's easy

to take a wrong turn, go the wrong way and get a tad frustrated about having to retrace steps.

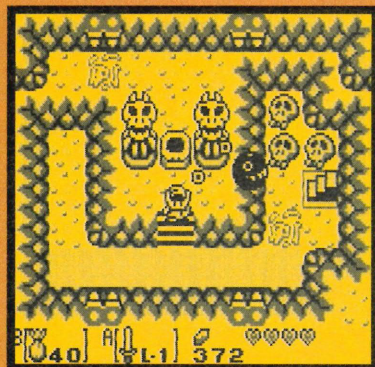
Link's "simple" objective is to find the eight instruments employed to awaken the Wind Fish. These instruments are secreted in a variety of dungeons scattered over the island. They're also guarded by some extremely vicious Nightmare guardians.

*"Familiarising yourself with some of the local landmarks is useful"*

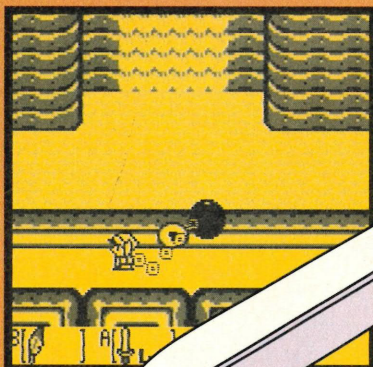


Above: The opening of the Bottle Grotto. The puzzles come thick and fast. It's dark





Left: One of the many secret caves. But does it hide help or hindrance? And where is it? Seek and ye shall find, even if it takes a while



Left: The Angler key-hole lies in front of an impressive waterfall. Taking the dog for a walk by the river. How nice!

# THE LEGEND OF ZELDA LINK'S AWAKENING

Puzzles and strategies have to be worked out every step of the way. Before Link can begin a bit of dungeon delving he has to find out where the dungeon is, and how to get in! On Koholint Island things are never as straightforward as they may at first appear.

Wandering around the village Link encounters various locals, all of whom have something to say. The kiddies will also help you to sort out the game controls. A neat touch to help you get in to the game as quickly and effectively as possible. Whether what some of the others say has any immediate use or meaning is another matter. Even the puppy dogs give a little "Yip Yip" if pressed for some comment.

This interaction gives Link a real feel of involvement in the island, not simply for his own purposes of escaping but also in helping out those who have helped him.

The puzzles start in earnest in the first dungeon. A number of small keys are around and can be used to open otherwise locked doors. There does seem to be one key too few for the number of locked doors in these dungeons. This means that they have to be used in the right combination. But exactly what is the right combination in a new dungeon? Cue headaches.

**"The main object is to find the Nightmare key which opens up the lair"**

The main object is to find the Nightmare Key which unlocks the door to the Nightmare's lair. Inside Link will face a deadly adversary who, once defeated, will reveal the much sought after instrument.

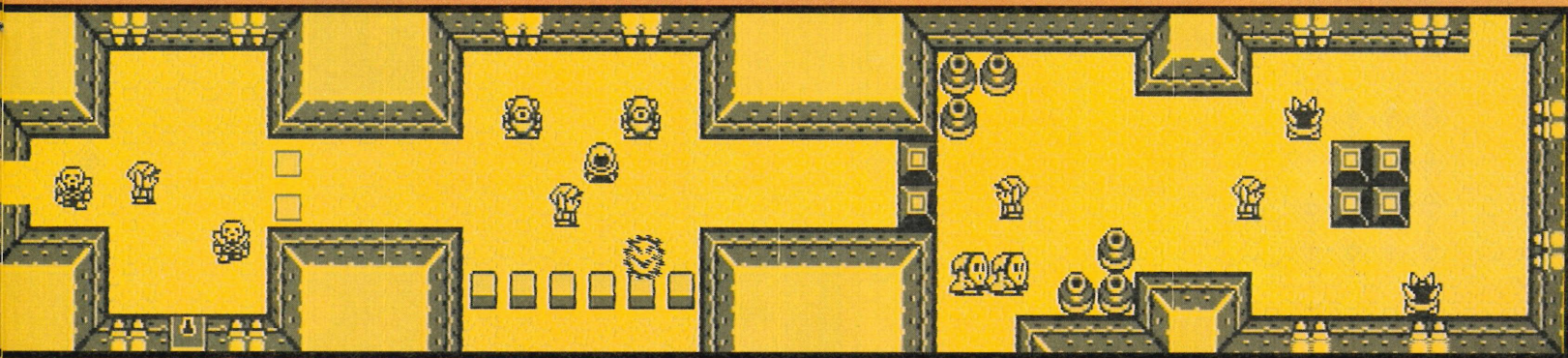
Link's basic equipment is a trusty sword and shield (although these also have to be found). Additional items can also be found which are necessary to make any kind of progress. These include the Roc's Feather, enabling Link to jump, and the Power Bracelet imbuing him with strength enough to lift earthenware pots and the like. Find them as quickly as you can.

Engaging the help of others is often a good way of overcoming obstacles. One of the most helpful characters is BowWow the dog who, when rescued, will wander around with you, eating Moblins and crows and anything else that gets in the way.

Although large areas of the island open up when certain items are found real progress is made in the dungeons. Clues, keys and exits don't appear until you've totalled all the nasties around.

Then, of course, there's the head scratching parts. Many of these little tricks are fairly obvious, others will have the mere mortals among us stuck for a good while.

The mixture of puzzles and action

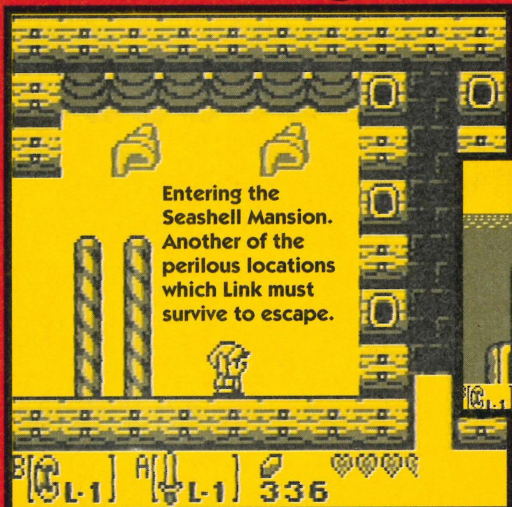


too just to add to the problems. Can you find the keys to unlock even more dangerous adversaries? Bombing around some skeletons may prove helpful!

Art © 1993 Nintendo  
/ Continued...

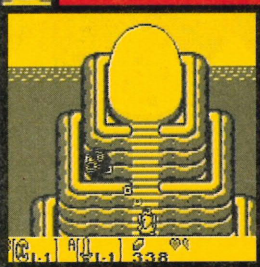


## Questalonga Link

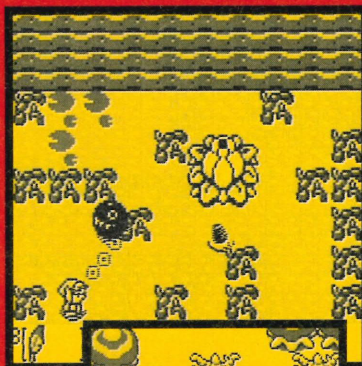


Entering the Seashell Mansion. Another of the perilous locations which Link must survive to escape.

Below: The egg in which the Wind Fish sleeps. It won't be woken by just knocking. It'd be easier this way.



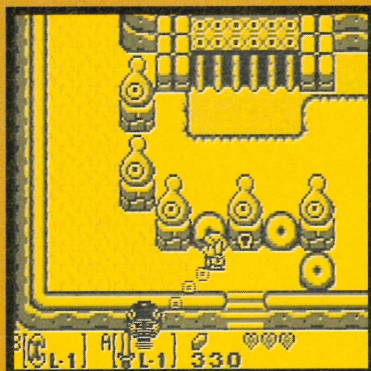
Top Right: The Swamp. BowWow will gobble his way through the deadly flowers. Right: A power piece, yippee!



make Zelda appealing to all ages. The graphics are absolutely superb. From the opening intro sequence showing the shipwreck and Link washed up on the beach, the fantastic quality never ceases.

Nintendo have gone overboard in their attention to detail. When Link tries to push an item, he doesn't just face the direction he's trying to move, he actually sets himself, puts some shoulder in to it and pushes.

Viewed from a high perspective, Link scrolls smoothly through one screen which then flips to the next.



Above: Above the sealed entrance to the Slime dungeon. The ominous name is not misleading.

The backdrops are also excellent. Torches actually flicker and darkened rooms become dimly lit with a hint of a sprinkle of powder into the candle holders.

Then there's the sound FX. With some of the best tunes ever heard on a Game Boy, Zelda: Link's Awakening is a delight to listen to. Since instruments are a major feature of Link's journey, music should play some part and when it does, it's simply excellent. One character from the village will sing a little tune if asked and quite delightful it is too, good enough even to hear a full rendition before continuing with the job at hand.

Link's initial three energy hearts can be increased so he's able to take more damage. An indication, I think, of how tough this gets the nearer you get to the goal. Fortunately, there's a battery back up facility so you don't have to start again every time the machine gets switched on. This little feature is actually a necessity in a game of this size. Many, many hours of adventuring have to

be spent on Koholint Island before the Wind Fish is awakened and Link can make good his escape.

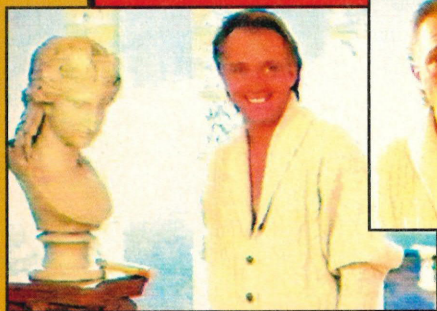
All the masses of information are packed in to a four meg cart. This extra memory allows all those neat touches to be included which make the game such a joy to play. Zelda has set the standard by which all other games will be judged. When you see what the 'Boy is capable of

in games like this there's no excuse for some of the really poor games that are produced. Hopefully in the future we'll see more of the same, the same as Zelda

that is. The size and quality of Zelda make it one of the few games which truly represents value for money. Combining elements of arcade action and adventure there's enough variation to keep every type of games player happy. Zelda: Link's Awakening is a huge challenge. It really shows what games manufacturers can come up with when they put their minds to it. Quite simply brilliant. **ROB SMITH**

"Zelda sets the level by which all others will be judged."

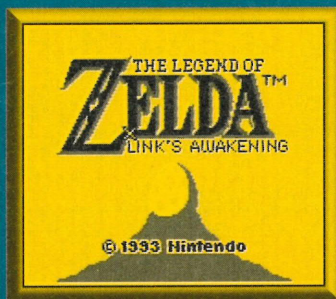
## Do you know me?



To boost Zelda on TV, Nintendo have employed the services of that master of the insincere smile and hand gesture, Rik Mayall.



## GB PANEL



OFFICIAL RELEASE

PUBLISHER Nintendo

GENRE RPG

RELEASE DATE Out Now

PRICE £24.99

From the moment Zelda started with the shipwreck I was hooked. If so much effort had been put in to an opening sequence what was the rest of the game going to be like? Nobody will be disappointed with Zelda. The highly effective gameplay and presentation make it a joy to play.

The attention to detail is unsurpassed in any other game. The little things have been given time and effort to create the most enjoyable game ever. With puzzles that prove to be taxing but solvable Zelda mixes aspects of action and adventure superbly. In Zelda: Link's Awakening Nintendo have pushed the boundaries of Game Boy gaming to a new level. Without a doubt the best game on the market.

GAMEPLAY

PRESENTATION

LASTABILITY

OVERALL

96%



# THE ULTIMATE PARTY ANIMAL IS HERE!



Welcome to the world down under! Join our whirling dervish of an eating machine, the Tasmanian Devil, as he blazes across this light-speed adventure through the land of Tasmania in search of his family. They've been kidnapped – and it's up to TAZ to save them all!

Whirling through the jungle, Condo Caves, the mines and desert, TAZ must avoid hazardous obstacles, sneaky predators and well-armed boss enemies by jumping or tornado spinning. But don't forget, TAZ hungry! He builds his awesome powers by feeding his bottomless maw.

So bite off a big chunk – TAZ-MANIA is one game you can really sink your teeth into – or as TAZ, the ultimate party animal, would say: "GRRR/&\*(!%\$!!!"

"A laugh and tough playability means it'll be a challenge to most mortal gamers. Taz'll do nicely."  
Game Zone

"Using a bit of skill, some thought and ultimately Taz's spin and speed it's a scorcher!"  
GB Action



T•HQ International

GAME BOY

SUPER NINTENDO  
ENTERTAINMENT SYSTEM  
PAL VERSION

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## Foursomes

Left: Cribbage has so many little nuances, it's a bit hard to explain. In other words, the lastability's excellent - a fine card game.

Right: Yacht is like the classic game Yahtzee except better in many ways. Well, it's on the 'Boy, innit?

YACHT	
Aces	0
Twos	2
Threes	3
Fours	4
Fives	5
Sixes	6
Choice	20
Full House	22
4 of a Kind	13
Low Straight	0
High Straight	30
Yacht	50
<b>TOTALS</b>	<b>113 83</b>

# 4-IN-1 FUN PAK II

**4-in-1 Fun Pak Volume II eh? Not a watered down Snow White gag, but a veritable Pandora's Box of dreaminess.**

**T**he 'useful for long journeys' cliché immediately springs to mind upon playing 4 in 1 Vol II. If nothing else, this gang of four will certainly pass the time and easily outlast certain black 'n' gold batteries I could mention.

Four classic timewasters, and I don't mean the Arsenal defence, are here to give tense, nervous headaches to anyone who dares play. Solitaire, Yacht (of which Yahtzee is a derivative), Cribbage and Dominoes are squeezed onto a cart and all for the bargain price of £23.99.

The obvious advantage of having these on the 'Boy is the space saving element. In this wonderful modern age of tiny coffee tables and titchy trays on trains, classic board, card and dice games are less of a viable proposition than ever before.

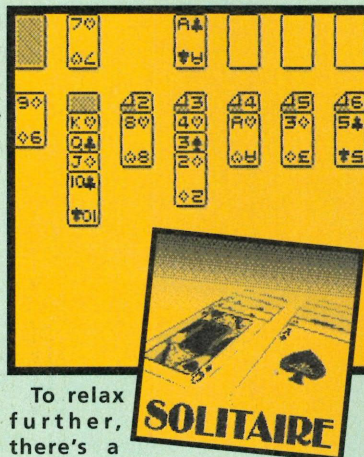
All four games are faithful to their more bulky and fiddly predecessors and each has plenty of options to tinker around with when a variation on a theme is required.

The short sighted among us may struggle, however, as the dice, cards and dominoes are positively lilliputian. Hooray for magnifiers on the 'Boy!

Apart from the space saving, the four games in this compendium bypass the annoying setting up of boards, rolling of dice, shuffling of cards and so forth, the lazy games-player's dream. No-one will be telling you to clear up all the mess after dabbling on 4 in 1 Vol II, unless of course you enjoyed it to that certain point of no return.

**"Four classic timewasters and I don't mean Arsenal's defence"**

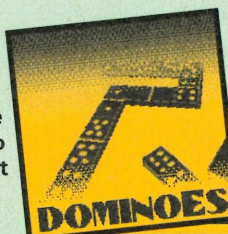
Right: Card stacking fun in Solitaire. It translates remarkably well to the Game Boy.



To relax further, there's a choice of a couple of seedy tunes reminiscent of those found on the SNES's Championship Pool soundtrack.

It's never quite Las Vegas, but with a picture of a tuxedoed George Lazenby to glance at while playing and the music turned on full blast you'll be enthralled for a lot longer than you would playing a lot of so-called 'action' Game Boy titles.

**ALEX LEE**



Domino domination in a convoluted contest between me and the computer. I won.

## GB PANEL



**AMERICAN IMPORT**  
**PUBLISHER** Interplay  
**SUPPLIER** Console Plus  
**GENRE** Puzzler  
**PRICE** £23.99

4-in-1 Fun Pak Volume II contains Solitaire, Yacht, Dominoes and Cribbage. Boring stuff? Not really. It's possible to link up two Game Boys, have a two player game on the one 'Boy or just play in solitary frustration. Each superficially simplistic game does have sufficient nuances for plenty of goes before the craving for something with pace sets in. All four have long since passed the test of time in their original forms.

What would seem to be an ideal game pak, however, never quite scales the heights to warrant a top quality tag.

For 4 in 1 fun, I'd recommend the original funpak. Also from Interplay, it comprised Chess, Backgammon, Draughts and Othello. A classic combo.



**OVERALL**

**81%**

## in RETRO

**REVIEWED IN  
ISSUE 11**

**4-in-1 Fun Pak**

Great value for money and great gameplay to boot. You can spend hours gently taking each of the quite separate games to pieces. They're all beautifully suited to the mono screen with crystal clear graphics and a welcome easy control system.

**85%**



**'HE'S DEFINITELY NO TURKEY!' 'HE'S BOOOTIFUL! "IT'S THE BEST CHICKEN GAME EVER!  'THE ANIMATION IS FIRST CLASS.' 'IT'S A STONKER OF A PLATFORM ROMP' 'IT'S ONE HUGE DOLLOP OF FUN AND SURREALISM' 'THERE'S MORE GOING ON IN  ONE SCREEN OF ALFRED CHICKEN THAN IN OTHER GAMES ENTIRE LEVELS'  'ALFRED CHICKEN LOOKS SET TO BE A SMASH HIT WITH GAME PLAYERS EVERYWHERE' 'A FAB LITTLE GAME' 'IMPOSSIBLE TO PUT DOWN... A PERFECT PLATFORM GAME... ALFRED WILL BE AROUND FOR A LONG TIME TO COME' **

Sources:

N-Force 88% • Total 85% • NMS 91%  
Game Zone 90% • GB Action 92%

**YOU'VE  
READ ABOUT  
HIM, YOU'VE  
SEEN HIM...  
NOW PLAY  
HIM...!!!**



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**'ONE OF THE MOST  
EAGERLY AWAITED  
GAMES OF 1993....**



**THE ONE, THE ONLY  
THE GREATEST**

**ALFRED CHICKEN**



## Sweet temptation

Left: Like that funky beat, man. Zool catching some tunes in music world.  
Below: Candy covered sweet world.

Right: Floating through the air with the greatest of ease. Centre: Showing all his ninja skills Zool begins a spot of tree climbing.



Left: Sliding along the icing capped slopes in pursuit of a manic jelly! A sweet toothed ninja.



Following success on other machines Zool, the ninja ant with attitude, blazes on to the 'Boy leaving a scorching trail behind.

**A**ll the way from the Nth dimension comes the masked martial arts expert. Lost in a universe quite different from his own, Zool must battle through a number of surrealistically bizarre levels before finally escaping to more familiar surroundings.

But what constitutes bizarre when an intergalactic ninja ant is running around? Try sweet world or music world to name but two fully

paid up members of the distinctly odd club for bodacious backdrops.

Speed and stunningly colourful graphics have been the major features of Zool on other formats. A direct conversion on to the Game Boy must have proved a daunting task for Gremlin. They've coped well, obviously the lavish colours couldn't

be reproduced but the grey shades have been blended well enough to avoid too much confusion among the detailed sprites.

The speed has most certainly been retained. Zool really does fly along. On a screen the size of the 'Boy, playing at a pace reminiscent of Linford Christie does make everything rather difficult. Hazards such as beasts and pits appear to do damage so quickly you'll need lightning reflexes to avoid them. A photographic memory also comes in handy when remembering where danger lurks.

Zool, of course, is armed with his ninja fighting skills. Rapid shooting with deadly fire balls is extremely effective in ridding areas of the bees and jellies which make Zool's life far from straightforward. Firing while in mid air will see Zool spin

manically. Slide, duck, weave, spin, all these manoeuvres are in the Zool repertoire. He needs all these skills to successfully swan around the sweetie packed opening level.

Progression is far from easy. Each of the four worlds are comprised of three stages offering gradually more difficult challenges. Of course, end of level baddies are included to make everything tougher.

The Hum-bugger causes problems at the end of sweet world and Jimmies Killer Guitar plays a few bum notes as the finale to music world.

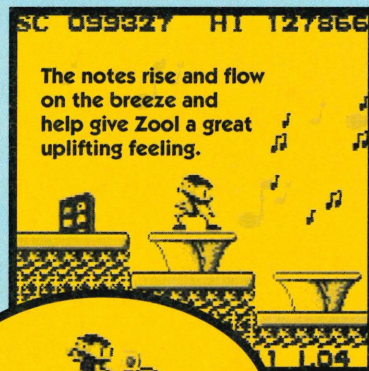
Plus, just when you thought Zool had escaped, all four end of level beasts reappear in succession for yet another blast at the ant. Whatever happens it's going to be a while before this intergalactic ninja can return to the haven of the Nth dimension.

**"The speed has certainly been retained, Zool really does fly along"**



Playing a little ditty with his feet on this very grand piano. Zool, the cultured ninja ant!

Beware killer jellies. A swift punch will set the restart post.

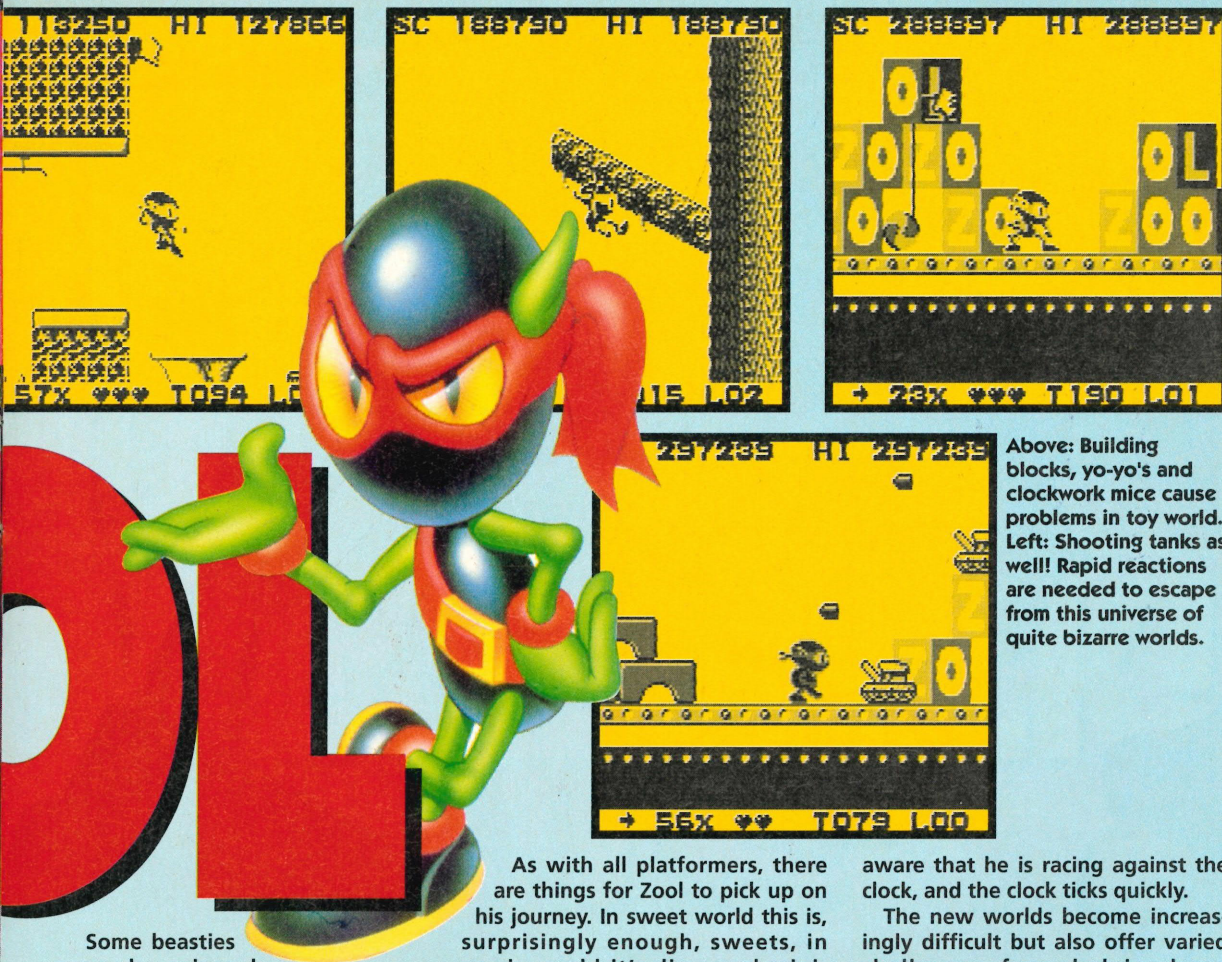


The notes rise and flow on the breeze and help give Zool a great uplifting feeling.



Above: Running the gauntlet of danger in music world. Zool spins on discs and leaps on drums while avoiding vicious violins which lurk around the speakers.





Some beasties reveal winged hearts when blasted in to oblivion. These can boost Zool's energy but only if he's quick enough to catch them before they wing their way serenely upward to the great beastie graveyard in the sky.

Fortunately, at various intervals throughout each stage there are restart points which, when triggered by a good punch, will allow you to start from that place if (or when) you lose a life. This makes things a bit easier, although finding and then setting the point is not that easy. It's made even harder when little Zool is panicking to avoid drums and violins and is running dangerously low on life energy.

As with all platformers, there are things for Zool to pick up on his journey. In sweet world this is, surprisingly enough, sweets, in music world it's discs and mini-headphones, in toy world it's blocks and in fruit world, yes, fruit.

A percentage display lets you know how many of the available sweets have been collected and, at the end of the level, how much you've missed if you haven't hit one hundred percent.

This leads to another feature of Zool – secret rooms and cleverly hidden icons. Scattered throughout the levels are a few areas which aren't immediately obvious. These can hide short cuts and extra lives. Plenty of searching is needed but Zool also has to be

aware that he is racing against the clock, and the clock ticks quickly.

The new worlds become increasingly difficult but also offer varied challenges, from dodging bow-shooting violins to climbing trees and collecting fruit.

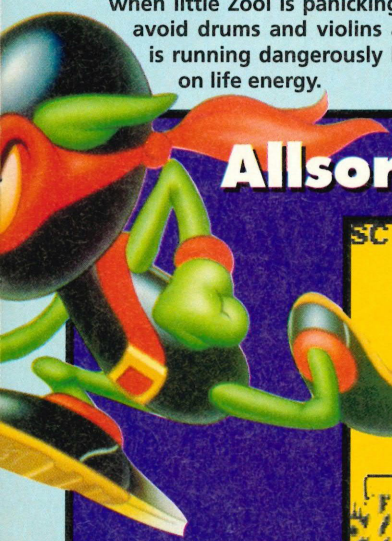
Fast and furious Zool most certainly is. The ninja ant is easy to control which is vital in a game which moves with such speed. Fast, easy to play and quite pretty too, what more do you want?

With three difficulty levels Zool is challenging and addictive, offering enough to keep the accomplished platform player occupied for a goodly while. A splendid conversion of a sparkily colourful and dynamic game to the specs of the Game Boy.

**ROB SMITH**

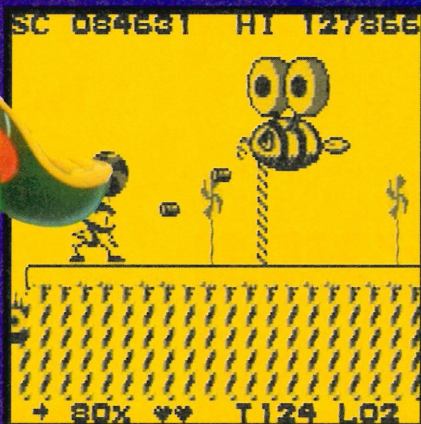
*"The ninja ant is easy to control, vital in such a fast-paced game"*

Above: Building blocks, yo-yo's and clockwork mice cause problems in toy world. Left: Shooting tanks as well! Rapid reactions are needed to escape from this universe of quite bizarre worlds.



## Allsorts of trouble

Right: The Hum-bugger, end of level beastie of sweet world prepares to meet his maker.



Below: Jimmies Electric Guitar causes injury to eardrums and ninjas with some vicious feedback. Some very odd enemies inhabit this universe.



## GB PANEL



presents



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LICENSED BY NINTENDO

### OFFICIAL RELEASE

**PUBLISHER** Gremlin Graphics

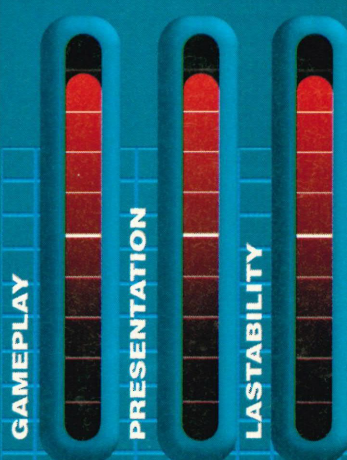
**GENRE** Platform

**RELEASE DATE** Out Now

**PRICE** £24.99

Zool is quick, really quick. For all those people who have been asking if Sonic will appear on the Game Boy, well, of course it won't, but Zool is as near as you'll get to the speed, thrills and spills. Gremlin have included enough options to make it seem like you're customising your own game. This includes the option to adjust the method of control to suit each player.

Enough lives and continues are provided to get anyone started in this bizarre universe but it will take the highly skilled hours and hours to guide Zool back to the comparative normality of the Nth dimension. If you need a new challenge to test those nimble thumbs, then Zool is exactly what you're looking for.



**OVERALL**

**92%**



**The ad makes no sense...**



Listen up you scruffy, bearded Santa Claus rip-off! Dip your hand in your filthy pocket and stump up the cash for **Amiga Action**. **Frontier, Stardust, Wonderdog, King's Quest VI** – they're all in it, and so's the chance to win a **CD32**, plus full solutions to top games.

**AMIGA  
ACTION**

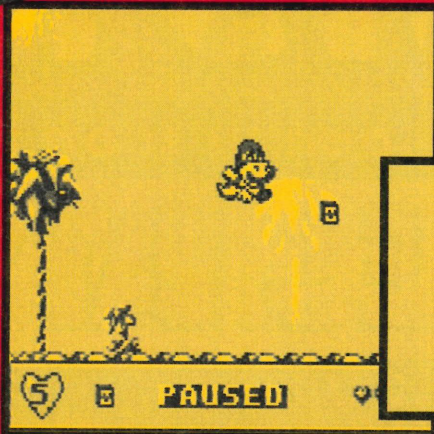
On sale now!

**...but buying the mag makes loads!**

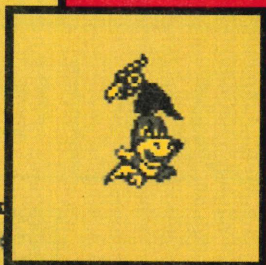


# REVIEW

## We're Taz



Left: A rather tasty box of Brain Grain  
Below: A good buddy gives you a flight to the higher ground.



Above: Break dance time. Rex has overdosed on Brain Grain and lost his marbles.

# WE'RE BACK!

**Catching the Jurassic bandwagon to present the cute side of Dinosaurs comes We're Back!**

**W**e're Back could be a scream from Beam Software, the developers of this Prehistoric platform extravaganza. Previously known for their projects such as Edd The Duck and Taz-Mania here comes their latest offering.

Unsurprisingly, it's their usual trick of using exactly the same backgrounds and changing the main sprites. If you've seen Edd or Taz, or both come to think of it then you will have seen this game before.

Strangely, the controls are the same, a button for jump and er, that's it. The only control you will

use other than this is for which direction you explore. You will probably have realised that this is a very simple game to play. Later on you get to use the other button to fire at the nasty enemies!

As with other Beam Software developments you have four energy hearts, five lives and limited continues. Likewise, all it takes to complete a level is to remember where everything is situated and soon you should be making massive headway through each of the levels.

The main dino sprite is cute enough and doesn't look unlike that other prehistoric hero of cuteness, Godziki. He moves pretty darn quickly too which comes as a relief from the number of sluggish platformers around nowadays.

The whole point to this game is that you, Rex, have to rescue your buddies who have been kidnapped by the evil Professor Screweyes. One of your friends is called Dweeb and quite frankly with a name like that he doesn't deserve a rescue attempt! Honest.

At the conclusion of a stage Rex seems to indulge in quick break dance routine complete with that spinning on your head stuff. Very strange indeed.

Rex's ultimate goal is to get inside the Professor's castle, rescue your dino friends and up into the Tower. All of this has to be done while avoiding Screweyes' deadly dino nasties.

After each level the amount of bonus you receive depends on how many boxes of Brain Grain you have collected on the way. Advance further and you can throw these boxes at an enemy to get them out of your way!

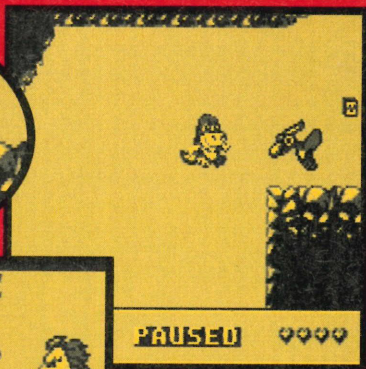
If you've previously played Edd The Duck or Taz-Mania, avoid this like an REO Speedwagon triple album. Otherwise it's a bog standard platform romp, neither outstanding or particularly bad. There's not a lot else to say about this particular effort.

**ANDY SHARP**

*"All it takes to complete each level is remembering where everything is."*

## Man bites dinosaur

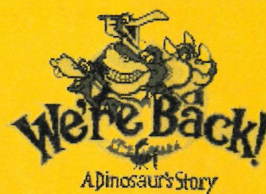
The oval window: Hop off from any platform when it's safe to do so!



Above: Or you may end up hitting some nasty enemies.  
Left: Too much of this results in...



## GB PANEL



**AMERICAN IMPORT**  
**PUBLISHER** Hi Tech Expressions  
**GENRE** Platform  
**SUPPLIER** Console Plus  
**PRICE** £22.99

Why do Beam Software develop so many platform games with practically the same backgrounds, gameplay, options and sounds. The last three games from Beam I've played - Taz, Edd and this are so similar it's hard to believe. I wish they'd try something a little different. Each of the games above aren't classics, including this, but they are all average platformers. This has some nice touches, but they are all too few and far between.

I liked the dinosaur flapping his arms mid leap and the bouts of break dancing at the end of a level. Other than this, I soon made tons of progress simply learning where everything was situated. Next time let's hope to see something a little different.



**OVERALL**

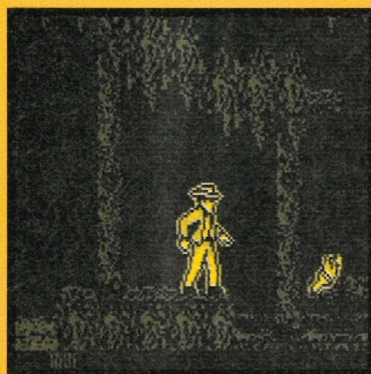
**71%**



# NEWS PREVIEWS

Coming soon to a Game Boy near you • Coming soon to a

## INDIANA JONES AND THE LAST CRUSADE



FROM: **UBI Soft** OUT: **January**

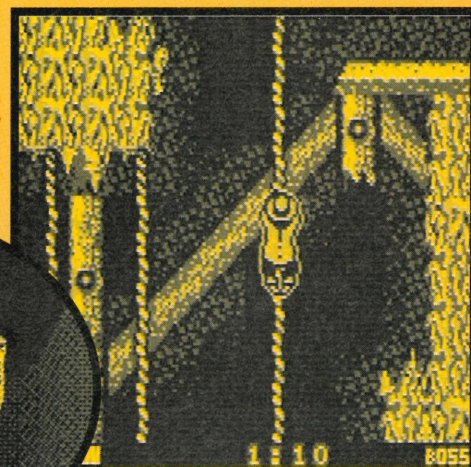
**T**he most famous archaeologist in the world appears in his greatest adventure. Dr. Henry "Indiana" Jones, Junior goes on the Last Crusade for the elusive Holy Grail and, of course, his dad.

Is there anyone who hasn't heard of the exploits of Indiana Jones? Is there anyone who can't guess what the game 'The Last Crusade' is all about? I think not. Even residents of the moon and other alien cultures will have heard of the derring do of the whip-cracking hero. Well, courtesy of Ubi Soft he'll be coming to a 'Boy near you soon.

The plot, for any of you who might have forgotten, involves Indy's father being kidnapped by those heinous bad guys, the Nazis. Off goes Dr. Jones Jr. to rescue pops and, along the way, recover the long lost Holy Grail.

Top Left: With no whip to hand, Indy has to take on the injun with his bare hands. Left: When the lights go out them caves get dead scary. Grab that torch quick.

Below: Those famous features digitised superbly on the Boy  
Right: Getting to grips with a bit of rope climbing from the opening cave sequence.



Indy has to stroll and scroll through six levels of heart-stopping excitement taking in all the different locations from the blockbusting film. Accompanied by a rousing rendition of the superb theme music you have to guide Indy from the caves, along the train, avoiding the

rhino horns and giraffe heads and onto the next challenge. Then off through the catacombs you must trek before facing the dangers of the castle (just to look at the tapestries, no doubt). A quick battle on a Zeppelin and you're left with just the final puzzle challenge to reach the Holy Grail.

A mixture of platform, beat 'em up and puzzle does the game the

## Hill can't lose! (Crash)

Bottom Right: Can you face up to the challenge of competing in a grand prix season? Right: The contract. You have to earn the right for a renewal.



Above: Qualifying is on. With four laps to get in to the top sixteen this is no easy ride. Feel the need for speed.

## F-1 POLE

FROM: **UBI Soft** OUT: **January**

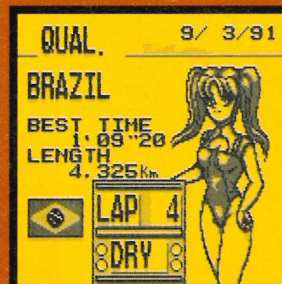
**E**ngines rev, the green light shines, the pedal hits the floor and we're off into a formula one extravaganza.

The Game Boy is not short of the odd racing game. Some are eminently naff and others pretty playable. Ubi Soft takes the plunge into this market with the imminent release of F1 Pole Position. With the benefit of having seen all the other releases you'd imagine that all the best points of these older games would find their way into F1.

Fortunately it appears that we are not to be disappointed.

F1 opens with an array of options to set up a racing season.

Practise is a very good idea before stepping in to the arena of grand prix qualifying. This is where Pole Position gets interesting, in the high stakes world of grand prix racing you have to prove yourself and earn a contract with a team. Walking straight onto the grid just isn't on.



Above: Race details presented in very appealing fashion.





# REVIEWS PREVIEW

Game Boy near you • Coming soon to a Game Boy near you

## THE LAST CRUSADE

justice it deserves as a licence of one of the most popular films ever.

A large Indy sprite dominates the proceedings, brandishing fists until his whip can be found. There's fisticuffs aplenty as Indy forgets the fact that he is, in fact, a respectable and responsible university lecturer and pitches in to his enemies.

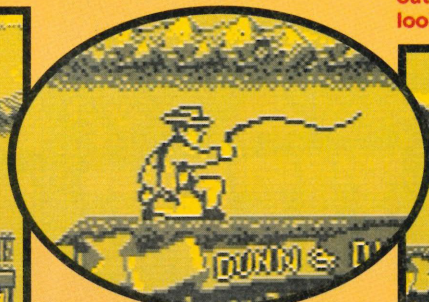
Of course, Indy's quest for the Grail is not a gentle tour through Austria, Germany and then the desert. This is a race against the clock, to beat the Nazis to the Grail before they use it for their own dastardly plans of world domination.

A time limit for different stages makes sure there's no slacking as

Indy searches for his father and follows the Grail trail.

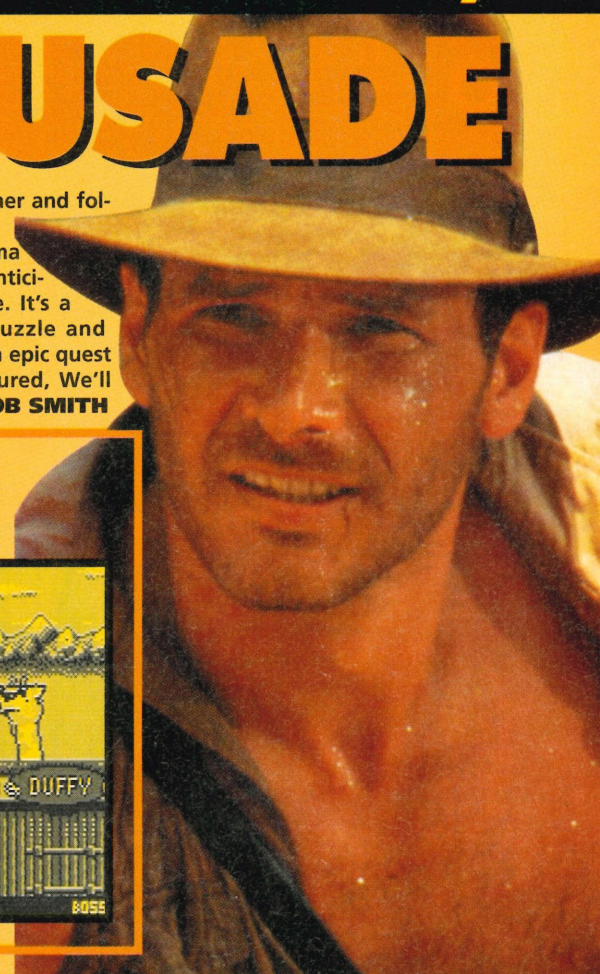
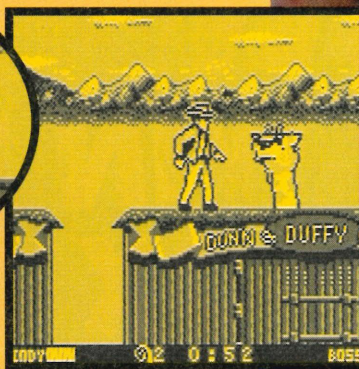
Indy, our favourite cinema hero, has been eagerly anticipated here in the office. It's a nifty combination of puzzle and beat 'em up and looks an epic quest in the making. Rest assured, We'll review it very soon. **ROB SMITH**

### "Don't call me Junior!"

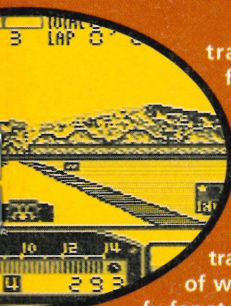


Left: Duckin' 'n' divin' on the top of a moving train. Above: Indy undertakes a bit of whip cracking practise. Bad guys have no chance.

Below: Watch out for the giraffe. He wants to check out what's going on. Hey look, it's that Jones bloke



## POSITION



Getting a contract renewal is far from easy since the bosses who hand them out expect a return from their investment. A new driver is initially only contracted for four races, of which he must qualify for at least two and compete in one of these.

To qualify for a place on the grid you must clock a time in the top sixteen. This is where you compete against the times set by the likes of Mansell, Prost and Schumacher. The circuit is your own, well there's nobody else on it anyway. The race is against the clock and you have four laps in which to clock one of those top times.

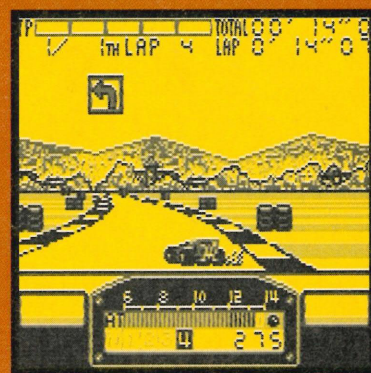
With the help of an efficient pit crew, who change tyres and mend any other bits you break, success comes down to talent and the desire to compete against the best.

The option's also there to race against your friends with up to a four player link up. A password controlled continue option allows for epic racing seasons among the top

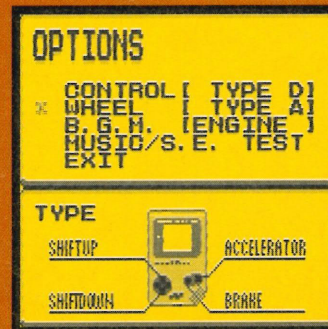
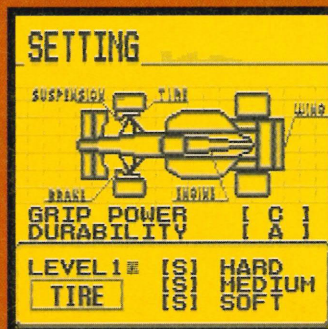
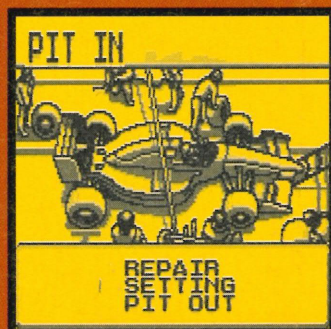
drivers in the world. The challenge of battling against the sixteen circuits as well as the most talented drivers is tough, but endearing.

An added depth and sense of involvement comes from the necessity to qualify and earn the right to continue racing through that vital renewed contract.

Formula one is a high stakes, high profile world where only the best will succeed. Challenging the best of the driving sims on the 'Boy, F1 Pole Position looks a good bet to storm ahead of the opposition, drive consistently and easily take the chequered flag. **ROB SMITH**



Above: High speed cornering to cut vital seconds. Is it enough to qualify?



Far Left: The mechanics get to work. Mid Left: Choose your tyre settings carefully, mistakes can be fatal. Left: Change the controls to suit each player.



# COMPETITION

**Titus, those ever so generous Software stars have slipped us a load of goodie bags for you to win. Get those answers in!**

**O**ne of Europe's top software houses, Titus, are on the competition trail again. The people who brought us last month's superb Lamborghini compo (still time to enter that one, kids) have some more amazing goodies up their sexy sleeves.

Titus The Fox, Titus's premier platform title, is out officially right now and GB Action readers could win a copy for a lot less than the asking price of over £20. All you decide is how much you pay for your stamp.

To enter, it couldn't be easier. Just answer the three questions below correctly and a brand spanking Titus The Fox cart could be yours, safely encased in a sturdy Titus rucksack.

Use your fox-like cunning and guile to save yourself a load of cash and receive a rucksack and game pak all for the price of a stamp, an envelope, a globule of saliva and a splat of ink. As easy as being spotted roaming around someone's back garden with an infra red camera.

**WIN TITUS THE  
FOX GAME PAKS  
ENCAPSULATED  
IN RUCKSACKS**

**GB Action COMPO**  
**Europa House,**  
**Adlington Park,**  
**Macclesfield,**  
**SK10 4NP**

**Name** \_\_\_\_\_  
**Address** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
**Post Code** \_\_\_\_\_

## ANSWERS

- 1) \_\_\_\_\_  
2) \_\_\_\_\_  
3) \_\_\_\_\_

Answers to be in by 5 JANUARY

☐ I do not wish to receive promotional material from other companies

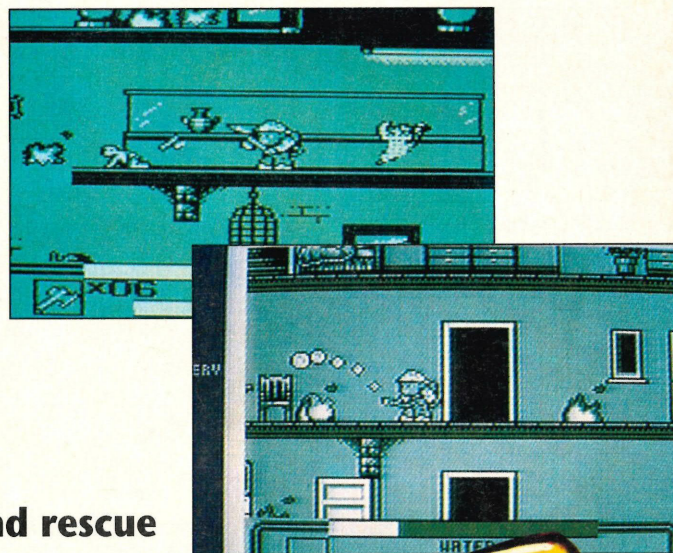
All employees of europsych Interactive and their families are banned from entering. The Editor's decision is final and no correspondence will be entered into.

## QUESTIONS

- 1) The head office of Titus is based in...
  - a) Swaziland
  - b) Super Mario Land
  - c) Sunderland
  - d) France
- 2) Another famous fox is...
  - a) Edd the Duck
  - b) Basil Rathbone
  - c) Basil Fawlty
  - d) Basil Brush
- 3) Titus The Fox is a ... game
  - a) Platform
  - b) Shoot 'em up
  - c) Role playing
  - d) Sport



# ERIC NEEDS YOUR HELP!



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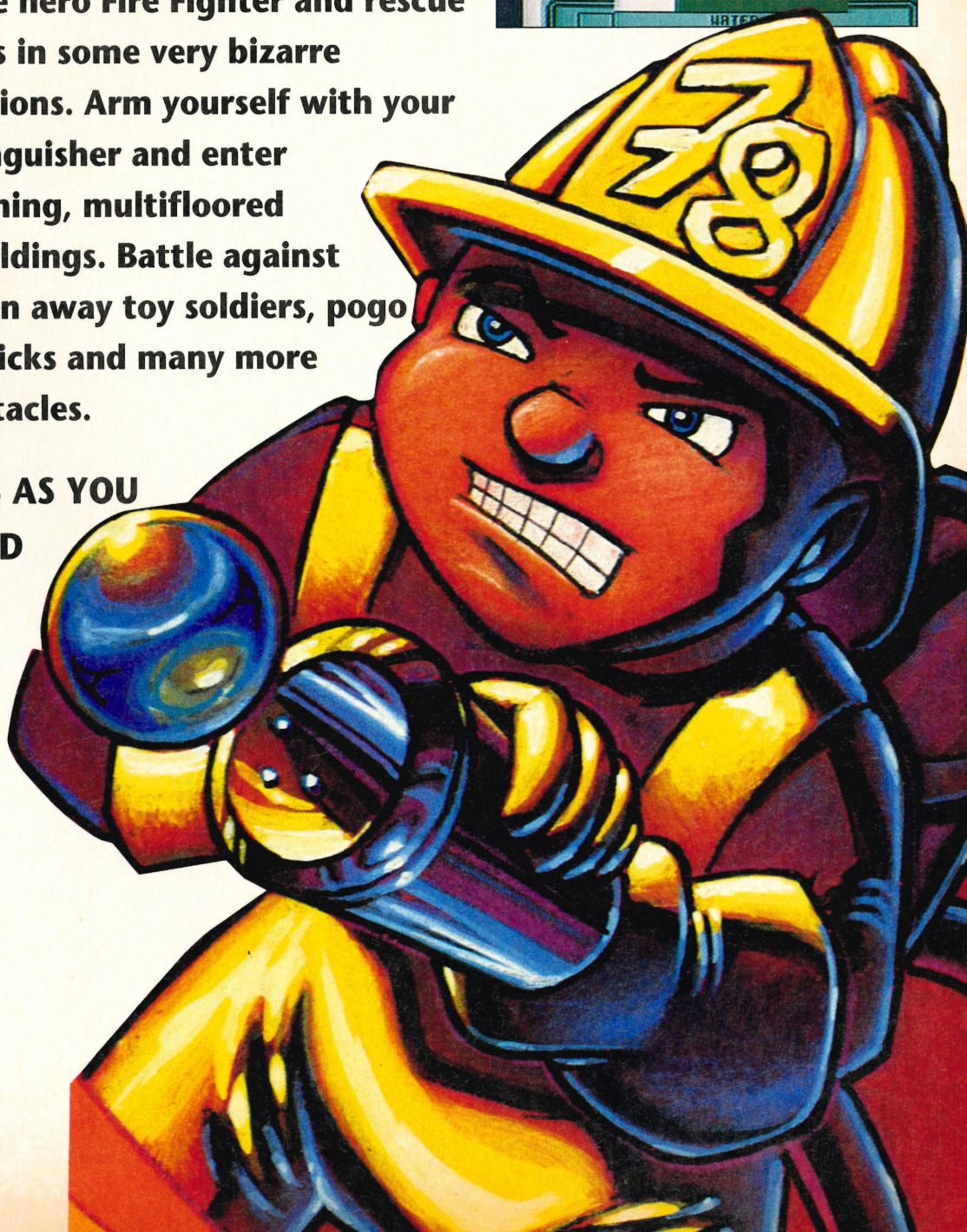
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Name .....

Address .....

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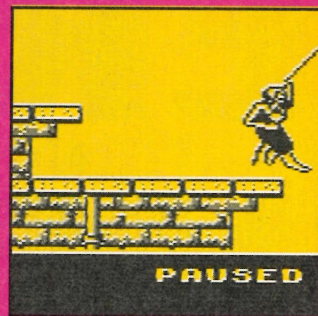
Telephone .....







Right: Typical Spider-Man, swinging from building to building. Moving from page to screen is the natural progression for Marvel heroes.



Radioactive spiders and cosmic rays forming a new generation of teenage mutants. There's not a ninja turtle in sight. This is the creation of the Marvel universe of superheroes.

# SPIDEY AND CO...



**"SPIDER-MAN AND THE X-MEN, BATTLING AGAINST EVIL, GREAT"**

The X-Men were also born in the explosion of interest in the Marvel universe. Five teenage mutants were taken under the guiding wing of Professor Charles Xavier and tutored in the best ways of using their unique powers. Cyclops, The Beast, The Angel, Iceman and Marvel Girl combined their skills to defeat the villains who proved too strong for a single superhero.

The Marvel universe has proved to be more than just a collection of superhero stories. It has changed and adapted to fit in with the changes in society with Spider-Man and the X-Men remaining perennial paragons of the philosophy of good against evil. The developments have even gone so far as Spidey getting married to a real babe named Mary Jane.

To fit in with these changes and provide a greater source of plot lines the personnel have also changed. Over the years Colossus, Storm, Banshee, Wolverine, Night Crawler, Rogue, Jubilee and Gambit have made guest appearances. The villains have included the mighty Magneto, Carnage and Xavier's step-brother,

who goes by the decidedly unprepossessing name of Juggernaut.

Spider-Man has worked on his own for the majority of his illustrious career although has dabbled in partnerships with Captain Britain and the less well known Nova.

He's already starred in three adventures of his own. With the X-Men there's now the opportunity for you to play a whole new group of superheroes. Wolverine has his deadly punch, Gambit a few nifty jugglings with playing cards, Cyclops uses an optic blast and Storm controls the elements. Together they must overcome the evil plans of super villain Arcade.

The X-Men will be getting even greater exposure if you have satellite TV. The four superheroes featured are joined by Rogue and Jubilee in a new cartoon series coming your way soon.

The superhero genre is still alive 'n' kicking in the comic book world and is being increasingly transferred to the 'Box. If the X-Men take off in a big way what's to say we won't see other members of the Marvel pantheon appearing on the consoles and hand helds.

Giving villains real good kickin's, righting wrongs and retaining that elusive anonymity. Long may it continue.

**ROB SMITH**

**T**he Human Torch was the first of this breed, appearing as far back as the 1940's. Something clicked in the imagination of the American youth and soon superhero comic books were a multi-million dollar industry.

From their inception the values which these heroes would rigorously pursue were set, not to be changed in any way. Good over evil, right over wrong and justice over injustice were the guiding forces for superheroes.

Spider-Man made his first appearance in his own comic in Britain in February 1973. Also appearing in the comic was Thor who later teamed with the Mighty Avengers, still fighting evil together to this day. From then on the exploits of Peter Parker, young science student and then photographer, have become legendary.

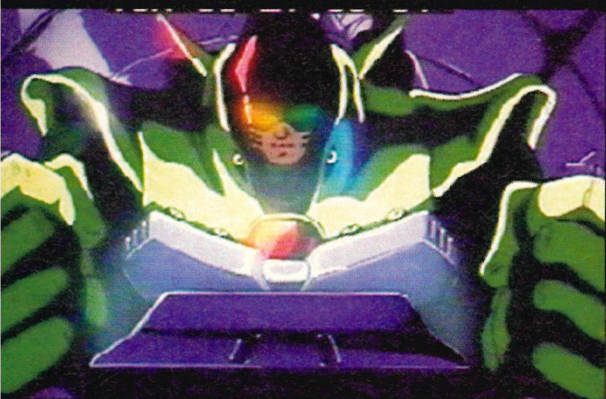
A bite from a radioactive spider while attending a demonstration of radiology led to the development of mutant arachnoid powers. An unceasing fight against crime and the threats from super villains continues to this day. Spidey senses tingling, our man never lets up until his foe's been safely wrapped up, normally by webs.











## Tetsuo II: Body Hammer Toshiba EMI

**I**f you've ever seen the oriental nutter out of Deee-lite then you'll empathise with my stifled chuckles while I watched, open mouthed, Tetsuo II. A mild mannered Tokyo businessman, Taniguchi Tomoo, with a pair of thick black plastic rimmed specs wrecks revenge upon a gang of mutant skinheads.

Why? Because the shiny headed scum bags have abducted the previously balanced bloke's son. He has one of video's best ever 'mares (his body mutates into a gun in a scene reminiscent of

John Hurt's Alien encounter) and proceeds to cause havoc wherever he roams.

To add to the bizarreness, the skins capture the businessman to experiment on him and inadvertently quicken the body/gun mutation process. The special effects are astounding - incidentally, this is no cartoon - and the bleak, oppressive industrial ambience provides the perfect feel for a crazy, mixed up vid.

It's hard for a vid (or anything for that matter) to be at once almost suicidally depressing and intensely exciting. Tetsuo is both throughout.

Bit part actors with half their bodies blown away keep coming back for more ultra violent fun whilst Body Hammer (Tomoo) goes through the agonies of arsenals breaking through his flesh without warning.

It's a beauty. The special effects are so frighteningly convincing, it would be hard not to award Tetsuo an adult rating. In the shops now from Manga video for £12.99. **Cert 18.** **ALEX LEE**

Turn on, tune in and freak out to two of the newest and best Japanese import videos courtesy of GB Action, the Game Boy magazine with a life.

# MANGA AND MORE

## Macross II (Episodes 1 & 2) Kiseki Films

**M**across II (Episodes 1 & 2) is an Anime video that isn't on the Manga label. By Kiseki films, it's a typical wide-eyed future shock with distinct Max Headroom overtones.

Lieutenant Silvie Gena, the top Valkyrie ace pilot, is a blonde bombshell babe. Hibiki Kanzaki, a 17 year old camera wielding roving reporter is decked by her on his first meeting. He's determined to make amends and will do anything to get a story - even swear at the management.

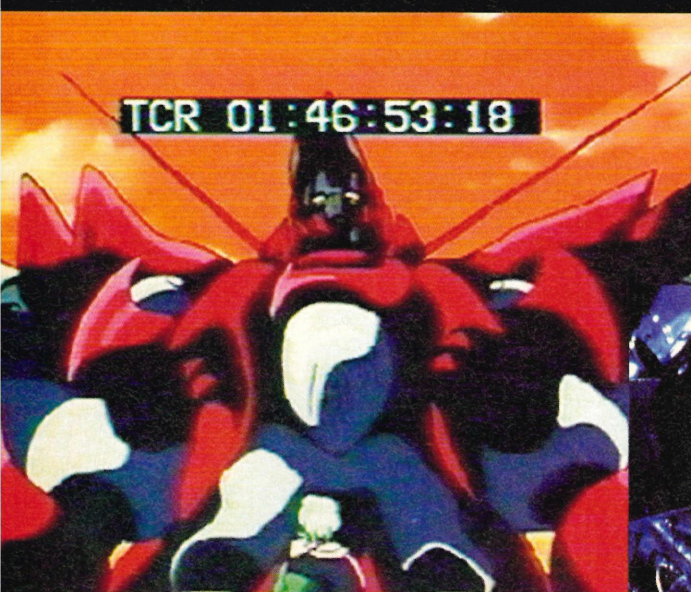
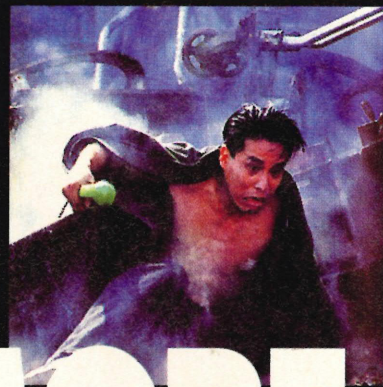
The trouble is, the military are in control of everything. Especially the censorship of news. What the straight laced see as scandal mongering, Hibiki perceives as necessary news.

The second meeting between the first filly and the main man leads to a tentative kiss. Yep, there's a romantic element to this fast moving sci fi flick as well as some tongue in cheek humour.

War breaks out and Hibiki wants to report on it. Believing he's the best man for the job, he cockily offers his services to his boss as war corre-

spondent. His boss considers him too young, but old enough to pilot a two man war plane!

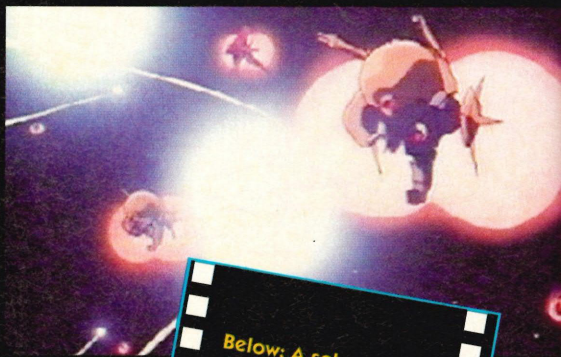
With excellent, fluid animation, strong characterisation and a more than useful plot, Macross I and II fulfils all the criteria required to make a brilliant Anime video. Whatever you do, though, don't blink, it only lasts for 56 minutes. Out now for just £10.99. **Cert 15.** **ALEX LEE**



Left: An evil Transformer rears his ugly exoskeleton. Or something.



Above: The Macross gang pose for GB Action. Left: Tetsuo II in full effect. What concentration!



Below: A selection of shots from Macross. Yep, there sure are some babes in it. And a good plot, too.





# THE ULTIMATE GAME BUSTING CARTRIDGE

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# 1993 1994

## THE YEAR IN

What a year 1993 was, eh? Take That stormed the charts, the Queen didn't abdicate and large parts of America were flooded and then caught fire. But what about the important things? Here's a quick look back at 1993.

### Corkin' Carts

**ZELDA - NINTENDO - 96%**

How much? Check out the review, starting on page 24.

**DR FRANKEN II -**

**ELITE - 87%**

A stunning sequel to an ace adventure game.

The endearing Franky sprite can now walk and run up stairs instead of just jumping and the scenario is almost completely different with the chateau from the original now playing only a minor part.

Pure entertainment.

**PINBALL DREAMS -**

**GAMETEK - 92%**

Featured on the Issue 18 cover, Pinball Dreams proved to be an astounding success across most formats. Some of the smoothest 'Boy scrolling ever seen to be enjoyed when flipping the flippers.

Miles better than previous Pinball games and in a different class to most Game Boy releases that we've seen lately.

**EMPIRE STRIKES BACK -**

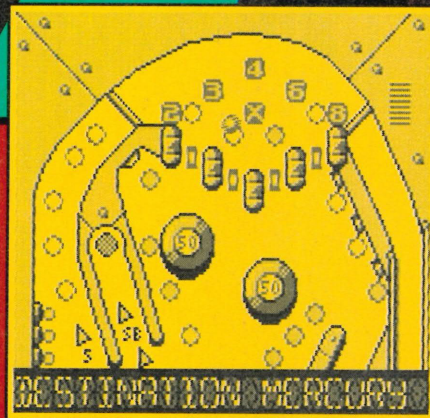
**UBISOFT - 93%**

Andy loved this so much that he used the excuse 'I'm doing the Empire guide' whenever he was meant to be doing other things. The guide, which appears this issue and last, is a masterpiece - so we've forgiven him. Empire is a cart that manages to live up to its illustrious film licence - a task harder than getting Andy to play any other game.

**SPEEDY GONZALES -**

**SUNSOFT - 90%**

The game which rekindled Andy's optimism for platform games on the 'Boy. It's manic from the off, requiring speed and luck. The neat, dreamy graphics and soundtrack



keep it ticking over nicely. Speedy is an excellent sprite who moves cleanly and clearly.

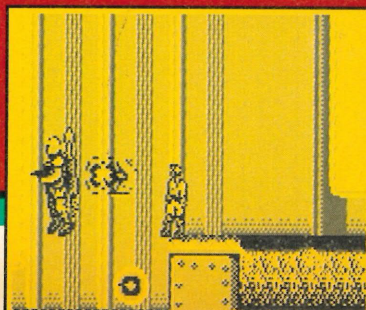
Order your copy today!

**ALFRED CHICKEN -**

**MINDSCAPE - 92%**

There's no doubt that the chicks love this. It's almost impossible to put down. The difficulty level is just about perfect.

Gamesplayers of all ages should take note of one of the most impressive platform releases. Each action performed has relevance to the game - unusual and refreshing.







## Class of 93

### **MOST HYPED GAME** **MORTAL KOMBAT**

Admittedly, it was a praiseworthy product on the SNES (wot, no blood?) but it wasn't fantastic on the 'Boy. It has sold truckloads, however, so the advertising campaign certainly paid off. Congratulations Acclaim!

### **MOST MARVELLOUS MOVIE** **RESERVOIR DOGS**

With the protagonists all having

colours for surnames, the question is whether all the blood is necessary? Yeah, man. It's only make believe so it doesn't matter. The GB crew are big tomato sauce fans – the new age Cluedo characters and crimson coloured plot won us over.

### **SPLENDID SOUNDS**

#### **RAGE AGAINST THE MACHINE**

– Rage Against The Machine

#### **IN UTERO – Nirvana**

#### **DEATH ON THE INSTALLMENT PLAN – Numb**

The best LP of '93 is a three way tie. Each effort warranted turning our speakers up to eleven. Top noise.

### **VOLUPTUOUS VIDEO**

#### **BETTY BLUE (3 HR VERSION)**

Originally shown in cinemas in 1987, Betty Blue won critical acclaim for its opening love scene. The three

hour long video starring Beatrice Dalle is a joy.

### **TOP TOY**

#### **SUBBUTEO TABLE SOCCER**

To be discovered in time capsules all over the gaff long after the survivors have readjusted themselves to a post nuclear world, Subbuteo was, is and always will be timeless. More fun than Transformers, Teenage Mutant Hero Turtles and Thunderbirds put together.

### **TITILLATING TELEVISION**

#### **THE BIG BREAKFAST**

Britain's most dynamic duo since Lord Nelson and Lady Hamilton, Chris Evans and Gaby Roslin take the GB Action TV 93 title by a mile of linked sausages. The only show worth getting up early for. And Cheggers is on it too.

# REVIEW



Canon

Canon

Canon

Canon

Canon

Canon

Canon

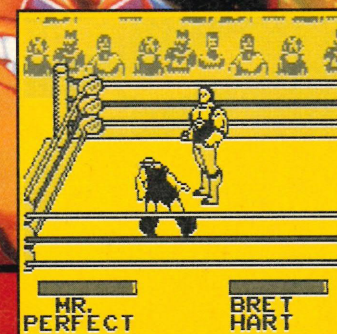
## Cak Paks

### **NINJA BOY II –** **CULTURE BRAIN – 55%**

Reviewed by Super Action's new Deputy Editor, Jay Sharples, Ninja Boy II is sad and boring. There's nothing in it to tempt the player to play it again and the humour element comes by accident rather than design. Sorry Culture Brain, but this time we're laughing at you rather than with you.

### **REN AND STIMPY –** **THQ – 47%**

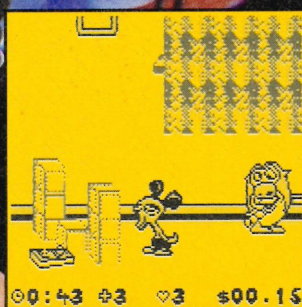
The characters are right, the time is right but the gameplay is wrong. There are no frills and no thrills – it's decidedly green in the



gills. Sky's funniest duo before the advent of Beavis and Butthead have been well and truly insulted here.

### **WWF 3 KING OF THE RING** **ACCLAIM – 53%**

As useful as a chocolate fire-guard standing alongside a wiremesh watering can, WWF 3 is a dog and a half. Although they're one of the most popular American exports (along with Macauley Culkin), none of us can understand why. A Game Boy's hardly capable of recreating purple and yellow spandex jumpsuits is it?





# 100% ALIVE

Pick up someone else's litter

Send your mum some flowers

Strip right down to your underwear

Go for a run around the block

Ring 071 700 3100 and tell London something it needs to know

Tune your radio to Kiss and pull the knob off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Order an empty skip and leave it outside your house for a week

Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Phone someone you love

Learn a second language

Every day at the same time stop and think about something wonderful

Go and see Ryan Giggs

Get your nipple pierced

Have a day without TV

Read a page from a book by Charles Dickens

Play football in the street

Hug someone of the same sex

Give £100 to a down and out

Put your change into a bottle for a year and give it to charity

Make a statement

Visit Great Ormond Street Hospital

Go to the market and spend 10p

Learn something new every day

Help someone today

Throw away your watch

Wear a wig

Laugh

Take a picture of your back

Make a cake

Take a friend to the zoo

Run up a downward escalator

Go for a day without speaking

Write to Mother Teresa

Turn your radio up full blast

Say a prayer every night

Teach a child to read

Have a day without TV

Buy a book on Jeff Koons

Stare at the clouds for a full ten minutes

Buy Marvin Gaye's 'What's going on'

Tell someone a secret

Begin something you've always wanted to begin

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage





TUNE TO 100FM,  
CLOSE YOUR EYES,  
STICK A PIN IN THIS  
PAGE AND DO IT.

Take a bath in milk

Climb a tree

Watch 'It's a wonderful life'

Get on a bus you never got on before

Drink a glass of water

Clean your ears

Dream for the day

Visit New York

Listen to Jazzie B's next show

Get up an hour earlier tomorrow

Do 100 press-ups

Eat something you've never tried before

Ride a Merry-go-round

Say hello to a policeman

Spend an hour in a place of worship

Send someone a telegram

Put your sofa in the kitchen

Go to a museum

Dance in the front garden

Shave your head

Feed the birds

Visit an art gallery

Write a poem

Feed someone else's meter

Carry a flower all day

Paint your toe-nails

Take your granny to the movies

Stop saying no for a whole week

Put on a dress

Write to your MP

Make a wish

Go home a different way every night for a week

Learn to listen more

Sing a song at the top of your voice

Help a stranger with their shopping

Write a fairy-tale

Do a jigsaw puzzle

Get your hair cut

Dance in the rain

Fast for a day

Buy a hat

Use a fountain pen

Walk home today

Feed the dog

Invite your neighbour to tea

Give your favourite possession away

Memorise a Woody Allen joke

Tell the truth for a day

Scream

Put the kettle on

Take up knitting

Listen to Rodigan's next show, in the park

Spend an afternoon speculating on how to make a million

Forgive someone

Do one thing to make the world a better place to live

Say yes for a day

Put your name on a star

Stop someone getting AIDS

Learn to fly

Do a cartwheel

Tell someone your dreams

Walk on the grass

Make a million pounds

Talk about God with a friend

Wink at someone ugly

Buy the next record you hear on Kiss

Buy your boss a present

Tell someone you appreciate what they do

Buy a friend your favourite book

Tune into Caesar tomorrow morning at 4am

Photocopy this ad and get someone else to do it

Only boil as much water as you need

Learn a new word every day



# WRITE HERE WRITE NOW

**Welcome to Write Here, Write Now, not Off The Wall as some of you call it. In future only correctly addressed letters will be printed!**

## Opinions

Dear GB Action,

I am getting a Game Boy for christmas. I started to buy GB Action because it looked like something good to read (what a good judge you are - Rob), so can you answer the following questions?

1. What do you reckon are the three best Game Boy games?
  2. Do you think Super Mario Land, Garfield, Jurassic Park and Mortal Kombat are good games?
  3. Is it best to get a Game Boy for £40 or £50 with Tetris, game link and headphones?
- Ian McIver, Garforth

*is a good bargain. Tetris is a game that you can go back to anytime and enjoy yourself.*

## Keep Informed

Dear Off The Wall,

Please could you print any tips and cheats you know for the following games: Solar Striker, Robocop 2, Castlevania, NFL Football, Mega Man 2, World Cup Soccer and Tetris.

Also is Dynablaster any good because it's only £9.99. Please print this letter.

Russell Hally, Widnes

*For a request like this you're obviously not buying GB Action every month. Tips for World Cup appeared in issues 10, 14 and 18, Castlevania issues 11 and 12, Mega Man 2 12, 14, 15, 17 with a full solution in issue 12 and Tetris in 15 and numerous others.*

*Now y'see the value of buying the only 100% GB mag regularly.*

*Dynablaster is well worth ten quid.*

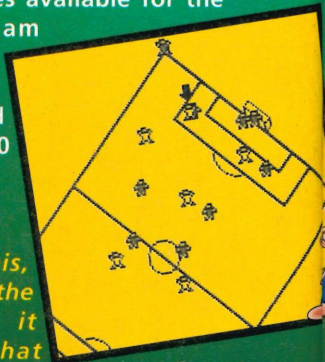
## New Recruit

Dear GB Action,

I have recently bought a Game Boy and would like to know if Kick-Off is any good. Could you also tell me if there are any more good football games available for the machine. Also, I am thinking of Buying a Handy Boy SV907. Is this any good and worth shelling out 30 quid for.

Paul Woodley, Hull.

*Nice simple one this, yes, yes - Goal! is the best, yes and it depends on what thirty quid means to you doesn't it?*



## Having problems

Dear GB Action,

I've got some questions to ask you.

1. Why do you keep jippin of Double Dragon 1, 2 and 3? I think 1 and 2 are pretty good. Okay so each level is similar and you have to start right from the beginning of the



*much opinions differ. Each to their own as they say.*

2. With scores of 92%, 87%, 85% and 87% respectively, yep, we think they're good.
3. Personally, I reckon it would be fifty quid well spent for the Game Boy with Tetris and other bits 'n' bobs. Tetris for under a tenner

Did anyone spot the deliberate mistake in last months letters page? Of course, Star Wars and Empire Strikes Back are produced by the same company, Ubi Soft. I was just testing, y'know!

## Manga moaning

To the Editor,

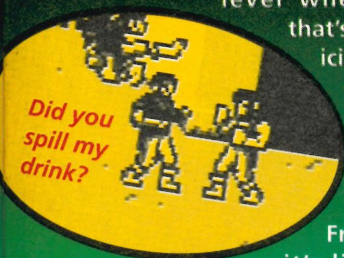
The front cover of your magazine advertises 100% Game Boy! What then, is all the rubbish in issue 19 dealing with Manga videos and graphic novels. I rate this issue 62.3% at most.

Susan Vickers, Oxford

*100% Game Boy refers to the fact that we are the only mag which deals exclusively with the yellow-*

*screened hand held. We do realise that most people have a life outside their thumb twiddling exploits and so will cover some of these other entertainments. Manga is big and getting bigger and is popular with our readership hence the continuing exposure. It would also be a little difficult and pointless to break down our content on the cover to 58.3% reviews, 18% previews, 14% adverts and 13.7% features. Okay?!*





level when you die, but that's no reason to criticise it is it? Actually, come to think about it it's a naff game really!

2. Why on earth do you think Dr. Franken is so good, it's like really boring

and I just don't get it?

3. Should I swap Lemmings for WWF 2? As I can't get anywhere past fun levels.

4. Me and me bro can't find the medusa's cave on Mystic Quest. I mean what is it on about, 'Palm trees and eight'. What sort of clue is that? We know it's one of the oasis but which one?

Ta very much.

Ens, from where?

*1. Knew you'd come round to our way of thinking eventually. They are so naff you couldn't even give them away.*

*2. You don't get what? Dr. Franken's got great graphics, is a real challenge and, well, it's jolly playable too.*

*3. If the puzzles of Lemmings aren't your thing it could be a bit boring. Try out some of the level codes we've printed in past issues. As for WWF 2, well they're not that*



*bad individually but you certainly don't need more than one. There are better games around that you may be able to swap Lemmings for.*

*4. Okay, it's not that hard to figure out, go to the oasis with two palm trees on the right. Walk around them in a figure of eight and watch the opening to the medusa's cave appear before your very eyes.*

## Fanzines

Dear GB Action,

Is it illegal to sell magazines without a business licence as I have put an advert in your magazine.

Raoul Dowda (editor of Hyper Talk), Coventry

*In a word, no. There's always plenty of fanzines around and about. Best of luck with Hyper Talk.*

## Ask away

Dear Write Here Write Now,

Please answer these questions.

1. When are you going to review Zelda?

2. Do you know any cheats for Super Mario Land 2 or Alfred Chicken?

3. What do you think's better, Mario Tennis or Top Rank Tennis?

I'll have to go now, bye.

Edward Wuffer

*1. I think if you take a peak at page 24 you may find the answer.*

*2. Check out issue 16 and issue 17 for a comprehensive guide. Back issues are available. Ring Database Direct to check availability on: 051 357 1275.*

*3. They're both good. Not a lot to choose between either of them, scoring 89% and 90%.*

## Land of Oz

Dear GB Action,

I purchase your magazine every month as I think it's the greatest and as I am a Game Boy owner and proud of it, I was wondering if you could help me out.

1. Can UK game cartridges work on Australian Game Boys?

2. Do you know any codes for Navy Seals or Bart Simpson's Escape from Camp Deadly or even Mortal Kombat?

3. Dracula and Rapid Fire were my fave movies. Can you get them on the Game Boy? If so, where can I get them?

Well thanks for your time and keep up the great work!

Jack Woods, Australia

*1. There's no problem with using UK carts on Aussie Game Boys whatsoever.*

*2. If you're the regular reader that you claim then of course you'll know that we've done codes and cheats for all these games.*

*3. Never heard of Rapid Fire. Is it an Aussie movie? As for Dracula, it'll be reviewed next issue. Watch this space.*



**WRITE HERE  
WRITE NOW**

GB Action,  
Europa House,  
Adlington Park,  
Macclesfield,  
SK10 4NP

## Mortal moves

Dear GB Action,

Please could you help me. Please could you tell me the special moves and death moves of Scorpion, Sonya Blade, Kano and Raiden? Ta v much.

Steve Gasson (41), Colchester

*Steve, your memory must be going, check out the tips page in the last issue.*



## A complaint

Dear GB Action,

Why... Why... Why 'O' why have you changed?

I wouldn't pay 10p for it, it used to be the best ever mag in the world, but some idiot has really messed it up!

the (sic) only good thing about this mouths (sic) mag is the white elastic band you get with it (you get more enjoyment out of this than the mag!)

please change it back or you will find your bankrupt (sic)!

a upset G.B fan

Jody Bunting, the biggest gladiators fan ever!!

P.S. the cover gifts are getting crap too!

From: Jody Bunting, Derby

*Well, what can we say. The letter was passed around the team and your comments noted. Just to prove that the letters we receive aren't all praise we decided to print this one.*

*The thing is, whilst Mark has had lots of fun changing the design the content is pretty much as before. GB Action appeals to people of all ages and we aim to extend that even further and make the mag as near perfect as possible. From the vast majority of letters we receive, we know that we're on the right tracks.*

*And we think your letter speaks volumes for why you don't appreciate the changes!*



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*The last word in animation?*

**REVIEWED:** Super Empire Strikes Back, Total Carnage, Aero The Acrobat, Lamborghini, Dennis, Super Putty, Goof Troop, Robocop Versus Terminator  
**PREVIEWED:** NBA Jam, The Humans, Yogi Bear, Zool, Pinball Dreams, T2 Arcade, Lawnmower Man, Dr Franken, Virtual Soccer, T2 Judgment Day



POSTER NOT AVAILABLE TO OVERSEAS READERS



# COMPETITION

**Punch and kick your way to glory with one of 10 brand spanking new Mortal Kombat Fighter's Companions giving you the full low down of when to duck**

## MORTAL KOMBAT! WIN OFFICIAL TIPS BOOKS!

**A**nyone with Mortal Kombat on the Game Boy (or one of the other formats for that matter) needs this essential purchase. The Mortal Kombat Fighter's Companion from Cyberquest holds the secrets of success for the most hyped up game of '93 on all formats.

The Mortal Kombat Fighter's Companion is available from bookshops, games stores and on mail order on (021) 706 6000. Courtesy of

Computer Manuals (who deal with the mail-order side), however, we can offer you ten free copies for the price of a stamp. One copy each, that is.

To win, all you need to do is answer the three questions below correctly, and then be drawn out of the mailsack of doom. Incidentally, each book is worth £8.95. All the best – strive to succeed.

1. Mortal Monday was on what day?  
a) Monday      c) Sunday  
b) Thursday      d) Holiday
2. Kombat is actually spelled incorrectly. What should it be?  
a) Wombat      c) Combat  
b) Cricketbat      d) Man-Bat
3. Who is the toughest in Mortal Kombat?  
a) Tsang Chung      c) Dave Arrowsmith  
b) George Lazenby      d) Brad Burton

**GB Action Compo,  
Europa House,  
Adlington Park,  
Macclesfield,  
SK10 4NP**

**Name** \_\_\_\_\_  
**Address** \_\_\_\_\_

**Post Code** \_\_\_\_\_

### ANSWERS

- 1) \_\_\_\_\_
- 2) \_\_\_\_\_
- 3) \_\_\_\_\_

Answers to be in by 5TH JANUARY 1994.

☐ I do not wish to receive promotional material from other companies

All employees of Europress Interactive and their families are banned from entering. The Editor's decision is final and no correspondence or phone conversations will be entered into.



# FOUR NEW SENSATIONAL GAMES

FROM



Format: SNES

Dennis is a Trademark of Hawk Ketchan Enterprises Inc.  
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Format: NES, SNES, GAMEBOY

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Entertainment Inc.



Format: SNES

Mr Nutz™ & © 1993 Ocean Software Ltd



Not available  
in any shops



Format: SNES

©R. Takahashi/Shogakkan, Kitei, Fuji Television

When you use the coupon below to order any of these great games  
just add £2.75 and we will send you the official totally cool  
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EURO 1

Please allow 28 days for delivery, all goods are subject to availability. If you do not wish to receive direct mail from companies other than the Publisher please tick here ☐

ITEM	FORMAT	PRICE	QTY	TOTAL £
Dennis	SNES	£44.99		
Mr Nutz	SNES	£44.99		
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Jurassic Park	SNES	£54.99		
Jurassic Park	Gameboy	£27.99		
Ranma 1/2	SNES	£49.99		
Exclusive T. Shirt	XL (One size fits all)	£2.75		
Please add £1.00 per game postage and packing				
<b>TOTAL</b>				

CHECK OUT THIS EXCLUSIVE OFFER



# TIPS &

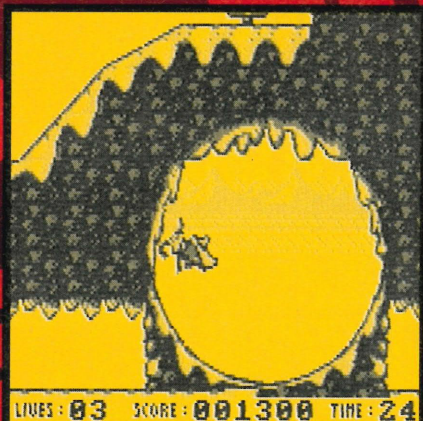
The latest Game  
Genie and Action Replay  
codes and Part three of our  
complete guide to The  
Empire Strikes Back

# GUIDES

If you want to find your way, here's the biz to help you play.  
Send your best to: Tips & Guides, GB Action, Europa House,  
Adlington Park, Macclesfield SK10 4NP.

## Mystery Tip

Steven Keay kindly sent us this cheat. Unfortunately he forgot to mention which game it belongs to! A prize may, or may not, be in the offing to anyone who can help us out. For level select try up, up, down, down, left, right, left, right, B, A, B, A, Select then Start.  
Try this for 9 lives 4 ups, 4 downs, 4 lefts, 4 rights, select then start.



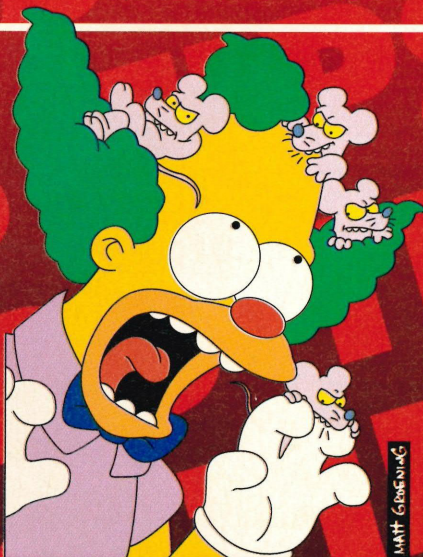
## Speedy Gonzales

A few highly useful level passwords from Dave Wood.

- Level 2 - 500999
- Level 3 - 343003
- Level 4 - 830637
- Level 5 - 812171
- Level 6 - 522472

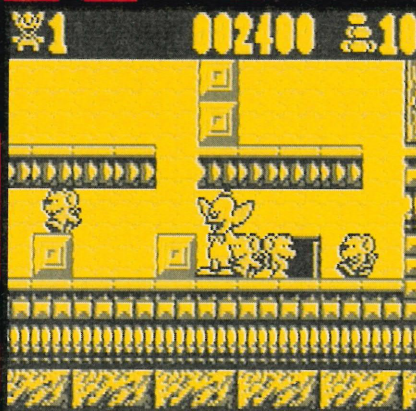
## Krusty's Fun House

And lo! From Laughton, Sheffield came the voice of Steven Stanley with a level select.



- Level 1 — HI KIDS
- Level 2 — MCBAIN
- Level 3 — MILHOUSE
- Level 4 — CMBURNS
- Level 5 — PRINCESS

Plus a soothing tip — no matter how frustrated you are there is always a way out. Thanks Steven.



## Garfield

Spoilt you are. A few more level codes. This time from Violet Astley of Charlbury.

- |          |          |
|----------|----------|
| 21. LBMP | 26. RGSF |
| 22. TWCN | 27. RBCF |
| 23. FDSF | 28. DCSK |
| 24. SPGT | 29. HBCR |
| 25. NFWS | 30. JBZZ |



## Raging Fighter

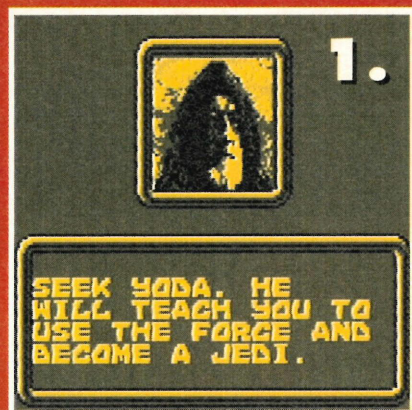
Tim Cope from Stockport sent us this helpful hint for the opportunity to fight yourself, so to speak.

On the title screen press up, up, down, down, left, right, left, right B & A. There should be a ping noise.

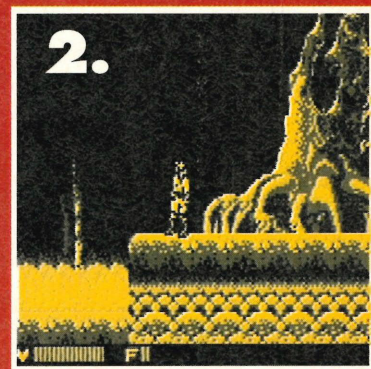
Select one player followed by practice. You will now spar with your twin who is black so it's simple to keep track of which fighter is which. Thanks Tim for that top tip. Much respect as Brad Burton would say.



## A. Dagobah



**1.** The escape from Hoth meant evacuating Echo Base at a great risk. This was nothing compared to the epic battle ahead! Luke sets out to find Yoda and begin his Jedi training. Weird and wonderful creatures are rife over the planet. Each of them an obstacle for Luke to try and overcome.



Luke begins at the foot of a cliff with only a massive trek around Dagobah to reach Yoda.



# THE EMPIRE

Damp, dark and unfriendly, Dagobah is home to the ultimate Jedi Master, Yoda. Andy picks up the pace...

## B. Jedi Training



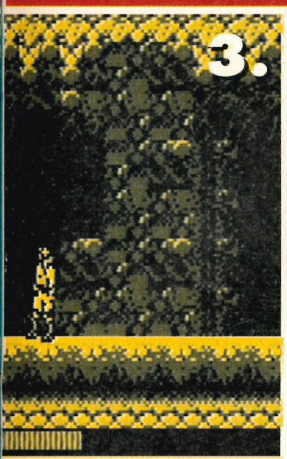
**5.** Before becoming a Jedi you will have to guide Luke through this HUGE level. Yoda will appear at several points to encourage you. Jump off onto the platform floating on the swamp. Step into the gunge below and your energy will rapidly diminish.



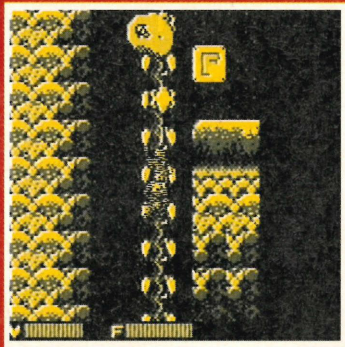
After the first platform over the swamp you should attempt to reach the top of this mass of land. When you reach this ledge here step off to the right and you'll land safely at the edge of the swamp. Wait for the platform again and steadily work your way to the right.







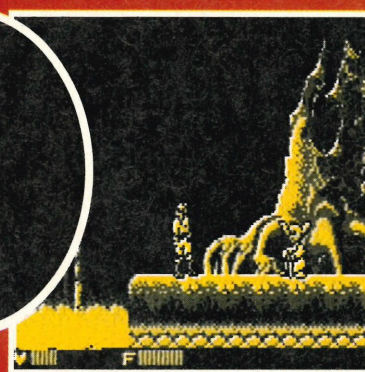
Along the way you will be set upon by a vast range of creepy crawlies, all differing in size and strength. At this point near the start of the level a monster will show its ugly head from the hole in the tree. The second shot shows a blobby thing which can be destroyed by shooting at it a fair few times. It will remain motionless until you get close by.



After ascending the tree you will come across a vine swinging from the branch above. Jump onto it and when it reaches as far right as it can go jump off again and continue pressing



the direction button to the right. You'll then land safely on the ladder to the right. Climb up and jump off to the right. Your search to find Yoda is almost at an end. He's standing off to the right.



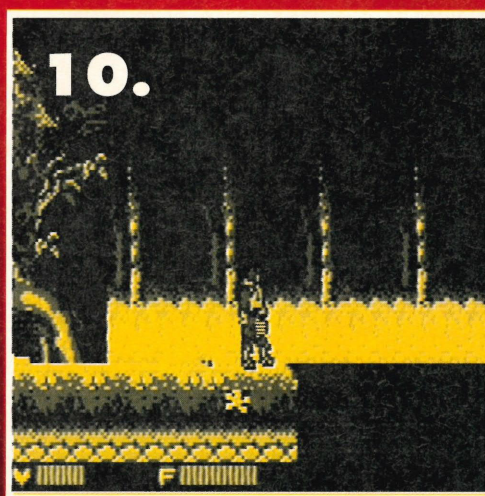
# STRIKES BACK



Be sure to use your blaster power on the huge spiders before they get too close or your Jedi training will be over before it's begun. These creepy insecty things take a fair few shots but are dead simple to avoid and destroy!



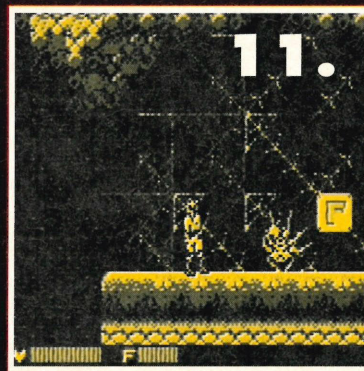
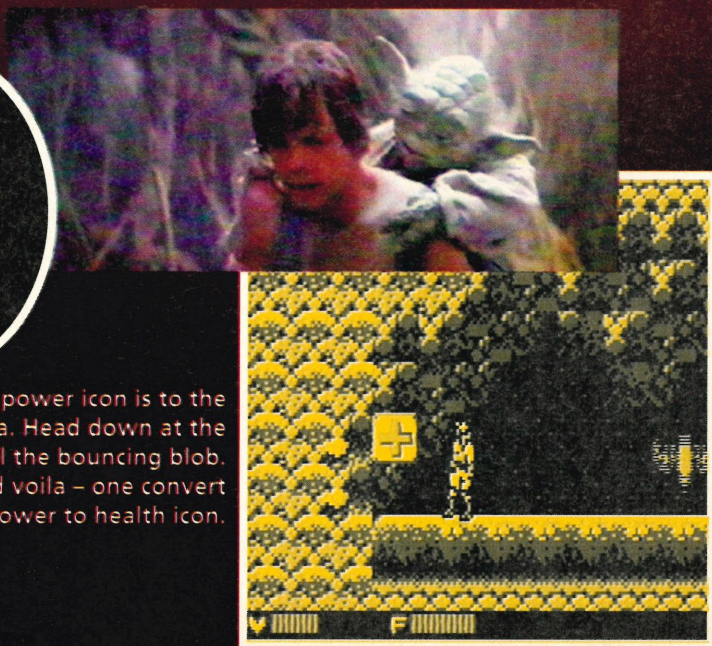
Yoda lends his support at certain points throughout this difficult stage. Here you are about half way through the level.



When you reach the tree ledge again jump off to the right and fall down the pit on the right and keep moving right. Use your blaster power up to defeat the spider who is guarding the levitate force power icon. Jump the swamp and you have the ability to levitate. Use this to escape from the pit.



The next force power icon is to the left of Yoda. Head down at the tree and kill the bouncing blob. Head left and voila - one convert force power to health icon.

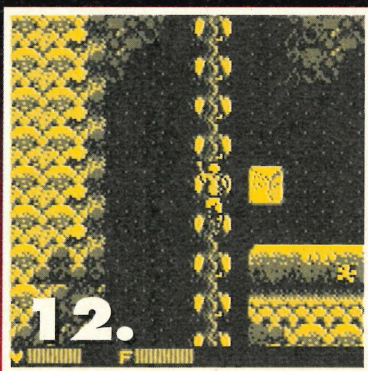


You will need to use it again to reach the ledge which allows you to continue to the right. Once there hop across the tops of the mushrooms to reach a force power up.

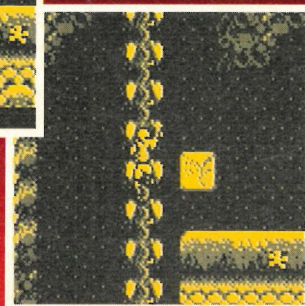
**Continued...**



## B. Jedi Training (cont.)



**12.**  
To reach the next power up icon, the graphic eye option head down and to the left. Head up the second vine, killing the large spider on the way.



After exiting this pit Yoda will appear again and it's time for you to face Darth Vader for the first time. Simply levitate over him and stand on the first mushroom on the right. Select your light saber and chop away. Darth can't harm you here and will soon be defeated.



**14.**

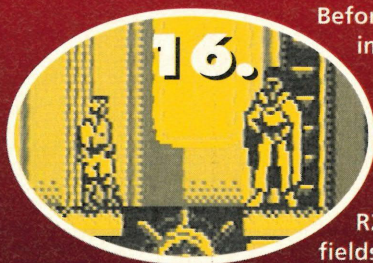
GOOD... MUCH PRO STRONGER

Once Vader is beaten keep heading right and in no time at all you'll reach Yoda again.

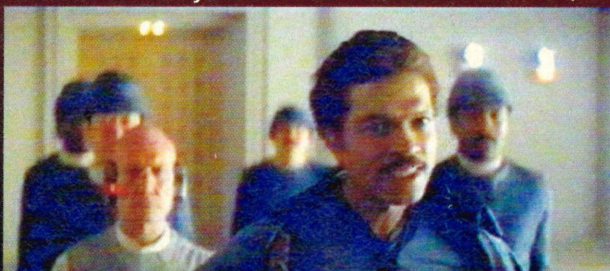
# THE EMPIRE

With Yoda located safe and well, it's time to earn your Jedi status and rescue the others from Bespin...

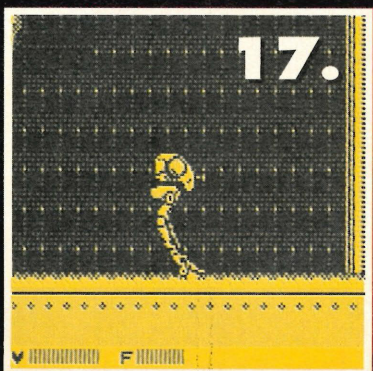
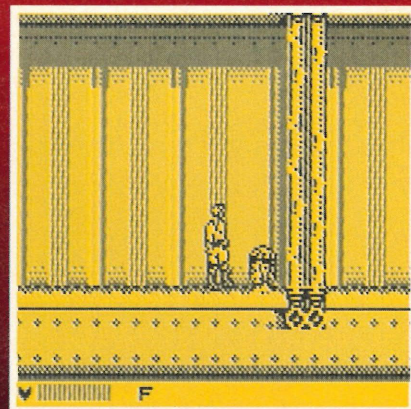
## D. Cloud City



**16.**  
Before leaving this level it's of paramount importance to have plenty of force power for your continuing struggle against the Empire. It's another huge level but relatively simple if you take your time and use plenty of caution! Lando Calrissian greets you and tells you that R2-D2 has to switch the electric force fields off. Don't attempt to dash through these until R2 leads the way. As soon as your robotic buddy sets out to cross the force fields, follow, and you'll get through without

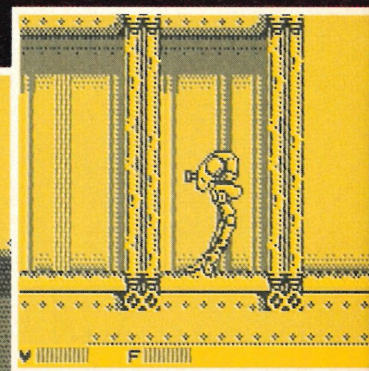
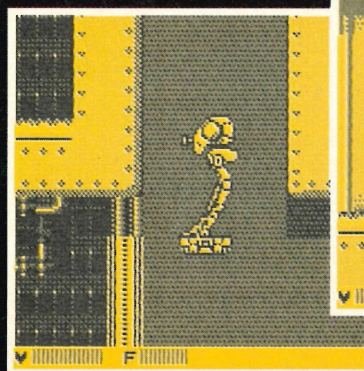


a single scar. Once through the first three jump over the bounty hunter and be wary of the others along the way. Keep going to the right until you see a ledge. Fall down and go left. Fall off the next ledge and continue moving left. Up the first ladder and do a big jump across to the next ledge.



**17.**

Step off the end again and destroy the AT-ST. Jump aboard using the B button and head back the way you came using the lifts. All force fields can now be walked through without harm being done.





## C. Bospin

15.

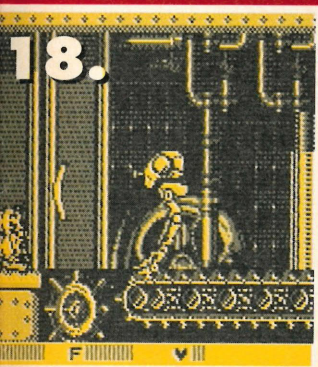


Thankfully, this level is so simple to clear. Just fly about in your X-Wing and blast any other ship that moves. First destroy ten twin pod ships and then ten TIE-Fighters. They all follow a set pattern which is dead simple to learn. You'll then enter the cloud city for more platform mayhem.

This time however it's the end of your Jedi Training. Hurrah!

# STRIKES BACK

18.



Bounty hunters can easily be killed by waiting at the edge of the conveyor belts until they step into your laser fire. Next make your way to the bottom again and exit the AT-ST. The very bottom of the level is a dead end so you should get to the platform above using the ladder. Go left for your confrontation with Boba Fett.

## E. Pursuit of Boba Fett

20.



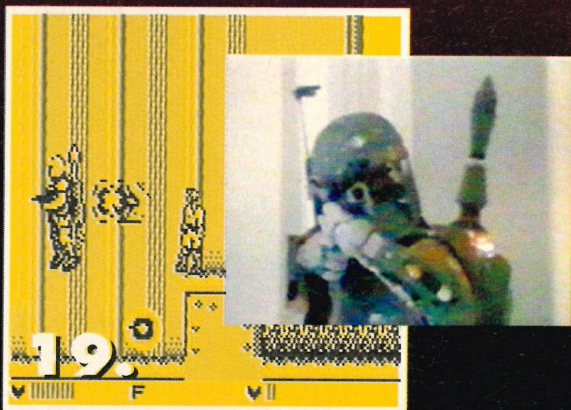
This stage is a cinch to complete. After finding Slave One in your X-Wing blast away until Boba's weaker spacecraft is destroyed.

## Next month



THANKS KID. YOU'D BETTER GO FIND LEIA. I THINK SHE'S IN TROUBLE.

Next time we return to Bospin to rescue Princess Leia and fight the ultimate battle against the ultimate master of evil, Darth Vader...



19.

Use your blaster force power to defeat Boba quickly but try not to use too much as you will need to save some for your return to the cloud city. Simply stand here and blast away until Boba is defeated and retreats to the comfort of his spaceship, Slave One.

## in RETRO

REVIEWED IN ISSUE 14

Bigger and bolder, The Empire certainly have plenty more tricks up their sleeves than in the massively popular Star Wars. Trying to regroup after the Rebellions Hoth system hideout is discovered and destroyed, Luke travels between several star systems. The strongest will survive.

93%



## Populous

For all you struggling Populous players out there, here is the first batch of select codes for later levels:

Level 1 HURTOUORD  
Level 5 SCOQUEMET  
Level 10 MORINGILL  
Level 15 ALPOUTOND  
Level 20 SHADTED  
Level 25 QAZITORY  
Level 30 SUZALOW  
Level 35 TIMPEOLD  
Level 40 EQAMELAS  
Level 45 RINGGBPAL  
Level 50 HOBOZJOB  
Level 55 SADMPY  
Level 60 HMINMAR  
Level 65 HURTIKEING  
Level 70 SWAHIPMET  
Level 75 NIMLOPILL  
Level 80 BADOGOOND  
Level 85 CORQAZME  
Level 90 VERRYORY  
Level 95 DOUOLOW  
Level 100 CALEOLD

More to follow next month...



## Turrican

010304C5- Infinite power lines  
0103C3C5- Infinite buzz saws  
0103A9FF- Infinite continues  
Provided by David Phillips all the way from Billerica.

## Robocop 2

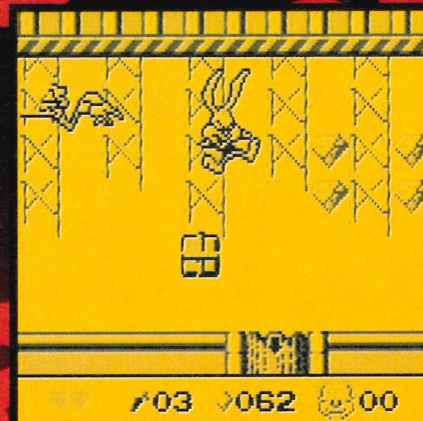
For the extremely helpful infinite lives code tap in: 020483C0

## Alfred Chicken

A few beaus here for you to chew on, digest and...  
To select any level replace the XX with your choice of level: 03XXDCC4  
For invincibility: 0A02EEC4  
For permanent bomb possession: 0A0146CC is what to key in.

## Tiny Toons

Infinite energy: 0102F0C9



## Final Fantasy II

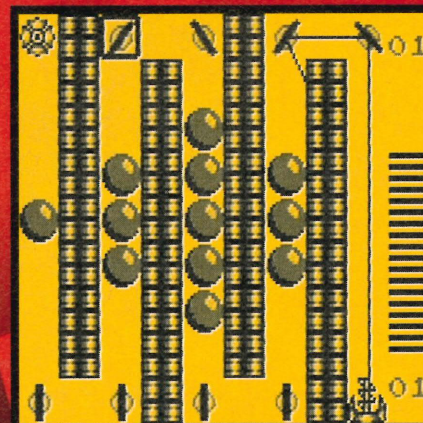
To keep things fair, here are the unlimited energy codes for all 4 players...  
1- 043B08C2  
2- 043B28C2  
3- 043B48C2  
4- 043B68C2  
... and for unlimited amounts of lovely cash: 0463A3C2

## Hunt for Red October

010232DC Infinite lives  
010330DC Infinite missiles

## Brain Bender

081949DF is the combination for this immensely tough puzzler to give you infinite time. You can expect no more headaches, not from this anyway.



## Nemesis II

Faster craft? Double missile power-up? Lasers? No enemies? Look no further than the next line...  
Faster craft: 010X01CC (replace the X with a number between 1-5)  
Double missile power-up: 0C8231CC  
Lasers: 010493C9  
No enemies: 0C4000C5

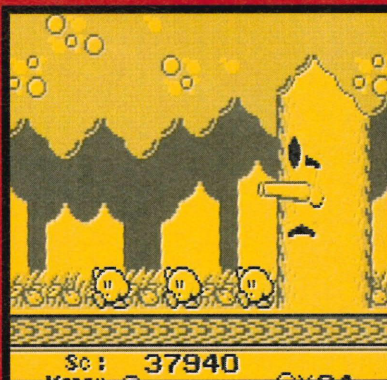
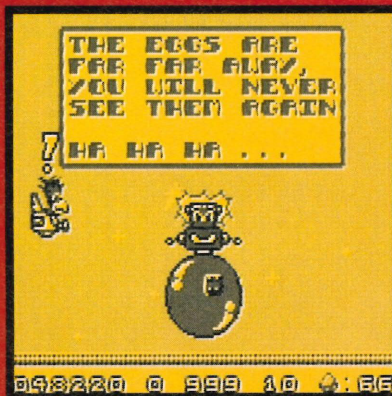
## GAME GENIE

### Star Wars

Courtesy of Dominic Lester.  
To get rid of all the enemies simply try FDS CIC 75B.  
Remember to turn the code off when you want to collect everything or you won't be able to.

### Alfred Chicken

Stephan Roux of Ripon gets the congrats for this selection.  
3B5 67F ED3 Walk through enemies except saws and spikes.  
893 4DE 765 Funny Alfred (does he crack a few jokes with this?)  
3B5 97F ED Faster enemies  
3B5 D8F ED5 Dislodged enemies



## Kirby's Dream Land

Check the quality of Martin Sutton's tips!  
FA4 63B 4C1 for invincibility  
222 22A 222 makes the music 'dead funky'  
To clear all enemies including bosses punch in AA1 ABC 456  
89A 67B 45C changes graphics  
A pointless one to finish off with: FED FED DEF renders Kirby invisible, should be fun.

## Mortal Kombat

A bizarre code from Stephan Roux from Ripon. This changes all characters to Sonya: 9EB C5D

## Crash Dummies

Become rich instantly with this combo sent in by Keane Gurney from Prestwood. Cheers pal! 851 49C E64 gives you more cash for each hit.



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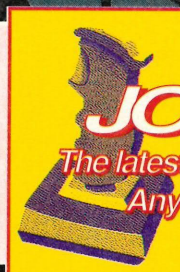
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Europress/Xmas93



# BUYERS GUIDE

Somewhere in the UK there's probably someone who's never heard of the GB Action buyer's guide. How empty their life must be.

## PLATFORMS

### Addams Family

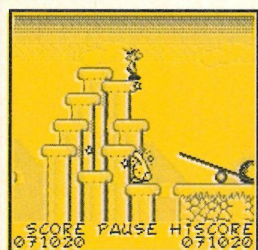
**Ocean**  
Although graphically this may not be tremendous, it's a fun and challenging game with plenty there for the taking. Competent and cute, it'll appeal to any platform loving fan of the movie. 80%

### Adventure Island I & II

**Hudson Soft**  
Two playable if not overtly difficult romps taking you around various islands in a bid to find your lost girlfriend. Nothing new on display yet nothing to slate either. 70%

### Asterix

#### INFOGRAMES



A well buckled together and challenging romp through a richly diverse range of lands is what you're getting yourself into with this lively game. Nothing unique about it and very much in the Mario vein, with plenty of finger flexing to set your pulse racing. Tres bon! 82%

### Alien 3

**Acclaim**  
The bitch is back in a search and seek out the baddies puzzling extravaganza. Plenty of exploration, and maze-like complexities that make for a teasing and very enduring challenge against the aliens. 90%

### Balloon Kid

**Nintendo**  
A weird adventure in which you chase balloons over a number of taxing levels. Simple and fun and very

cute, there are oodles of hazards to dodge and power-ups to grab. 71%

### Bart Simpson's Escape from Camp Deadly

**Acclaim**  
A fun and addictive cartoon licence that does Bart justice. In what other game do you get a full-on food fight? With arcade overtones and lots and lots of challenging layers, this will certainly take some beating. 86%

### Batman

**Sunsoft**  
A platform-cum-shoot'em-up that models itself on the golden Super Mario Land. Batman romps along at a very snappy pace with tons of triggers to pull on the baddies. No sign of Robin though. 80%

### Batman: Return of the Joker

**Sunsoft**  
Dead, dead tough but certainly worth plugging away at, this gets old rubber pants' sequel off to a good start. Truly excellent sound FX and well snazzy graphics complement the gameplay. Loads of mileage for your hard earned money assured. 87%

### Bill and Ted's Excellent Game Boy Adventure

**Acclaim**  
A truly excellent game for any bodacious player that'll appeal to every-one. Pretty damn hard but pleasantly so, each stage presents a tip top challenge. Graphics are naff but gameplay is ace. 90%

### Blues Brothers

**Titus**  
Time for a true merry go round of fun and frivolity as you cruise up and down stairways and along pulleys in a desperate search for your missing instruments. Brill music and graphics and a solid platform romp around rock 'n' roll land make it a worthy addition to any collection. 90%

### Bomb Jack

**Infogrames**  
A very simple but addictive arcade conversion in which you boing

around the screen destroying fused bombs. There's 60 levels to negotiate if you can last the pace. 80%

### Bubble Bobble

**Taito**  
A stormer of a game. Extremely addictive, it's first rate action from the word go with over 200 levels and OKish graphics. Packed full of fun but the password codes make it easier than it should be. 87%

### Bubble Ghost

**FCI**  
Blow a bubble, carefully guiding it through 50 odd hazard infested screens. A game difficult enough for hardened players who think that platform romps are easy. 90%

### Castlevania 2

**Konami**  
A very enjoyable vampire themed game and one for die hard players to sink their fanged teeth into. It's much more than just a glorified platform romp as you swing around on ropes and grapple with castle keepers for your life. 86%

### Dragon's Lair

**Elite**  
Incredibly hard but dead playable all the same. Graphic detail is super stunning as you do anything but roller coaster along collecting hundreds of pieces of a Life Stone. 88%

### Duck Tales

**Capcom**  
Set over five levels, there's plenty of exploration to get on down to with everyone's fave Disney characters. Although competent, playable and graphically well presented, some find it too easy in the long run. 81%

### Edd the Duck

**LASERBEAM**  
Set over 12 levels this has all the ingredients of a fun-filled romp yet none of the longevity or class to make it too memorable. Edd's a zippy mover, perhaps too much so at times as sheer momentum rather than skill carries him through some levels. Not

bad but a bit like Taz-Mania. 77%

### Fire Fighter

**MINDSCAPE**  
Quite a nice attempt at moving away from the traditional platform environment. You play firefighters rescuing babies and damsels in distress from burning infernos in a warehouse, office block, etc. 78%

### The Flintstones

**TAITO**  
Yabba-dabba-doo! There's no need to get that excited because this is another stone age platform romp with admittedly excellent graphics. 78%

### Hook

**Ocean**  
Mixing both flying and beat'em-up sections with the traditional platform thrills, this is a quality release. Some really great graphics and unstoppable gameplay make for a treat. 85%

### Joe and Mac

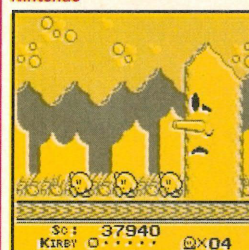
**ELITE**  
A clobberingly good platformer hard enough to lure even the toughest of gamers into its snare. Cute graphics and mad antics make for great entertainment through nine levels. 89%

### Kid Dracula

**KONAMI**  
Although it would seem to be aimed at the younger market, the kid does his best to give you a challenge to sink your teeth into. 84%

### Kirby's Dream Land

**Nintendo**



A gorgeously animated and incredibly cute romp around pixie land. The hero Kirby sucks in baddies, then spits them out around six levels. Although very easy it's got bags and bags of fluffy loveability. In other words buy this game. 89%

### Looney Tunes

**Sunsoft**  
A fun and highly enjoyable hike with super sparkling cartoon characters, simply gorgeous graphics and more than ample variety. It's instantly appealing but not, unfortunately, too long lasting. 90%

### McDonaldland

**Ocean**  
A competent enough and quite enjoyable jaunt although it doesn't even try to offer anything new. A bit of a cross really between The Blues Brothers, Mario and a Big Mac. 80%

### Mega Man I, II & III

**Capcom**  
Although all three games don't differ much in terms of style or gameplay, the challenge just becomes greater. Mega games for the Game Boy with tons of robotic fury and swiftness combined with endless thrills and spills. Mega! 90%

### Parasol Stars

**Ocean**  
Fight through seven levels brolly bashing everything in sight with some fearsome raindrops. Graphics are pukingly cute with ultra-dreamy sprites and you'll need tons of stamina and concentration to make any headway. 76%

### Popeye 2

**ACTIVISION**  
A darn fine escapade for Popeye the sailor man. He's a fine mover and graphics are clean and not over fussy with plenty of variety through the levels. Modelled blatantly on Mario, it's not as challenging as it could be but there are lots of secret bits to find. 83%

### Pugsley's Scavenger Hunt

**OCEAN**  
Not half as entertaining, nor anywhere near as challenging as the first Addams Family game. Graphics and sound FX are minimal and the game merely consists of fatso waddling around the mansion bopping enemies with his overweight bum. 71%

### Rodland

**STORM/SALES CURVE**  
Simply executed and mindless meanie bopping is pleasantly entertaining with a strange charm in this sickeningly cute game. Very repetitive but nevertheless well worth a play about on. 79%

### Speedy Gonzales

**SUNSOFT**  
Just what the doctor ordered! A really smart, genuinely fast six levels of unceasing taco-fuelled manic mayhem! Speedy Gonzales exudes death to hedgehogs from every pore as he

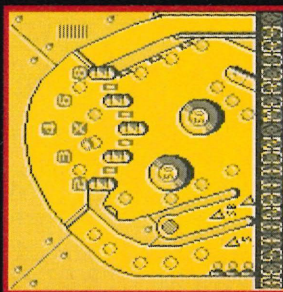
Essential Game Boy Purchases Essential Game Boy Purchases Essential Game Boy Purchases



### Pinball Dreams

**GameTek**

Silver ball action of the slickest kind. Three competitive tables pack an arcade full of features. An essential purchase for Pinball Wizards, enchanting. Lives up to its name and really is a dream come true. One of the most playable carts, you'll be hooked. 92%



### Prince of Persia

**MINDSCAPE**

Silky smooth animation is just the polish on this very sweet turkish delight of an exploration platform game. With some very difficult problems to get around and lots of last-ing appeal it's a more mature adventure. The opening levels are perfectly designed to get you into the comprehensive controls, the final levels keep you playing on and on. 90%

### Lemmings

**OCEAN**

The monochrome Lemmings may lack the cuteness of their console big brothers but the playability is there in full effect. 100 levels will keep you up all night, on the bus past your stop, and use up all your spare battery collection. Puzzle players will find a last-



rescue across your screen in a bid to rescue his mates. Definitely recommended. 90%

### Spider-Man 1, 2 & 3

Acclaim

If you avoid the first game in this series, you'll have a fine web-sling of a time with a beautifully animated Spidey sprite. Levels are richly diverse as the webbed wonder defeats deadly dozens of dastardly foes. Be warned though, Spider-Man 3 is horribly difficult and huge heaps of mind-warping frustration may spoil your fun. 83%

### Super James Pond

Ocean

Make it a meatier challenge and this may well have been a straightforward winner. As it is it certainly invites plenty of exploration with lots of winsome characterisation and graphics, but there just aren't enough baddies to occupy you fully. It's also a mite difficult to see what's going on at times on account of the constantly black backgrounds. 80%

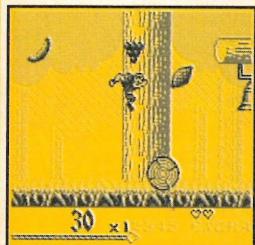
### Star Wars

UBI SOFT

Varied and absorbing. This lasts longer than a Tatooine Winter and is far more fun. With a playably faithful version of the film's event it's a class product, even Obi Wan wouldn't be able to criticise it. May the force be with you — you'll need it! 92%

### Super Hunchback

Ocean



Addictive gameplay and humorous touches make this one platform game that stands out from the crowd. Rescuing Esmerelda will be a task to cherish for any dedicated platform nut. Almost as good as the ancient arcade game. What more is there to say? 91%

### Super Mario Land

Nintendo

Released to coincide with the launch of the Game Boy itself, it may be showing its age in terms of graphic style but you can't take anything away from the absolutely fantastic gameplay. Certainly one to keep coming back to. 92%

### Super Mario Land 2

Nintendo

A cuddly and quite exquisite platform caper that absorbs and also expands on its infamous predecessor with distinct worlds to explore and secret rooms to find. The only fault is that the battery back-up makes it far too easy, thus spoiling an otherwise excellent platform game. 90%

### Talespin

CAPCOM

Jolly graphics, chirpy music and some nicely weird scrolling fail to add up to a terribly captivating licence. At least it stars Baloo from The Jungle Book, and you can hum 'Bear Necessities' to yourself while playing it. 73%

### Taz-Mania

TOY HEADQUARTERS

Luckily for THQ, Taz marks a turning point in their fortunes. It's an actually quite good platform romp with an endearingly hungry and dizzy central character munching everything in sight. It is a bit like Edd the Duck though. 76%

### Tiny Toon Adventures

KONAMI

Cutesy pie graphics and wonderful slickness make this a real visual treat. Jolly along with some great imaginative gameplay and what do you get? A hugely playable romp to be savoured that is in no way as easy as it first seems. 89%

### Titus the Fox

Titus

Graphically this is extremely detailed and Titus is a lively little character but there's just not enough bite on offer here. Gameplay ambles slowly along rather than gallops and each background resembles the next. Crazy platform action with a cute fox thrown in for good measure. 67%

### Universal Soldier

Accolade

Wielding more punch than Rocky this is non stop action all the way. A great control system with tons of moves to master. Maiming and killing has never been so much fun. Jean Claude Van Damme it's good. 80%

### BEAT'EM-UPS

Battletoads

Time to set about rescuing your pals in a clobber happy battle with shades of a platformer chucked in there. A great little game that's action all the way. An absolute office fave. 91%

### Lethal Weapon

Ocean

Action is go, go, go and the game

does improve the more progress you make but there is a lack of moves to perform, making it more dull than exciting. 72%

### Mortal Kombat

ACCLAIM

Even without the blood and guts, colour, Johnny Cage, and that ole 16-bit magic, Mortal Kombat is still a highly successful conversion. You beat people up, surprise, surprise, but in a number of endearingly vicious but sadly PG-rated ways. 87%

### Raging Fighter

KONAMI

A slap happy, stumble over your shoelaces game rather than a full blooded raging fight. There's seven fighters to choose from and a vast array of moves, but it hasn't quite enough guts to punch you. 74%

### Teenage Mutant Ninja Turtles

Ultra Games

Will they ever stop taunting us with their ridiculousness? Run along the scrolling scenery while beating up warriors, yeah, dead boring. Graphics are pretty cool but they can't redeem this game. 59%

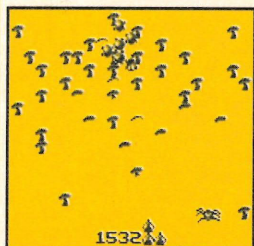
### SHOOT'EM-UPS

Asteroids

A faithful blow by blow version of the smash hit coin-op. Old as the hills but still loved by millions. It looks a bit jaded on the old 'Boy and is very barren, yet has tons and tons of nostalgia value. 73%

### Centipede

Accolade



Based on the ancient coin-op success, this remains faithful to its grandad and has been converted to the little screen as well as could be expected. Hugely repetitive and simple, it becomes a little wearisome sooner rather than later. An old classic back from the dead. 60%

### Drop Zone

Mindscape

A golden oldie with all the concentration on gameplay and none on graph-

ic detail. It packs a punch but is just far too hard and samey to offer serious long-term appeal. 77%

### Faceball 2000

Bullet-Proof

Basically Pacman in 3D as you travel at break-neck speeds around a maze of corridors, zapping hordes of others in your way. Average in one player mode the fun really starts when up to four players begin to compete. Then its above average, just. 76%

### Navy SEALs

Ocean

Control a crack team of undercover marines with some deadly missions to complete. Graphics are well above par but four levels don't sufficiently hold your interest for long enough. 73%

### Nemesis 1 & 2

Konami

Widely regarded as the ultimate definitive blasts on the diddy screen, and quite rightly so. They're fast-paced trigger-happy palaver right from the off and quite tough to get your teeth into. Needs perfection on the reflex front. Will you ever reach the end? 90%

### Pang

HUDSON SOFT

Extremely simple yet immensely compulsive, all you have to do is trek around the world popping bubbles which then divide into smaller bubbles and so on. Only the sharpest of shooters will survive in this gentle shooty game which holds a lot of lasting charm. 74%

### Probotector

KONAMI

Gung-ho blast and be damned warfare at its very, very fiercest. If GB blasting is your cup of tea, then you can't go far wrong with this bundle of dynamite. Red hot. In fact, hotter than a very hot thing! 91%

### RoboCop 2

Ocean

An improvement on the first game yet still not particularly awe inspiring as RoboCop wipes out drugs and thugs and tries hard to uphold the law. The difficulty setting is just right to make it worth a little look. 73%

### R-Type I & II

Irem

Venture into the blackness of space for a blasting freak's dream. Everything here is represented to the best of the 'Boy's ability and is superbly drawn. Not much to choose between them. 88%

### StarHawk

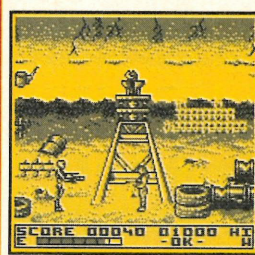
ACCOLADE

Alien blasting that follows the norm

as you shoot through the scrolling heavens. It's very detailed and well presented but innovation has been overlooked and each of the five worlds lack originality. 69%

### Terminator 2

Acclaim



A six stage shoot'em-up that comes across as an excellent movie licence with plenty of variety and toughness to cope with. Quite complicated with loads of messy backgrounds and numerous sprites in there, but certainly guaranteed to last you a long, long time. 84%

### Terminator 2: The Arcade Game

Acclaim

A head-on attack of ultra violence, nothing more, nothing less. Backdrops are complicated and it's easy to lose your target among the rubble and figure out just what you're supposed to annihilate. 76%

### Xenon II

Mindscape

A vertically scrolling blast through molluscs and weird deep sea creatures. Graphic detail is well researched but gameplay itself is too tame to be worthy of a trip down memory lane. 63%

### DRIVING GAMES

Days of Thunder

Not really fast enough to satisfy racing pros and even fewer thrills and spills to keep you coming back. I'll say this for it, the car drives nice and smoothly and its pretty hard. All in all, though, its just too bland to get a remotely decent mark. 41%

### F-1 Race

Nintendo

A roaring speedster of a game that comes with a four-play link-up adaptor to make for one heckuva big monster of a top competitive challenge. Fast and frantic, it plays like a big bag of dreamy juicy sweetmeats. 88%

### Motocross Maniacs

Palcom

Graphically simplistic, this little gem

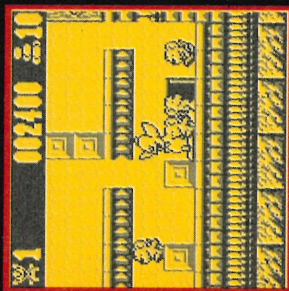
## Essential Game Boy Purchases

ing challenge to fall in love with and want to marry. 95%

### Krusty's Fun House

ACCLAIM

Hi Kids! Bart's all time fave TV show trips onto the green screen with class. A platform puzzler that's got very little to do with the Simpsons (aww), but everything to do with infuriatingly addictive gameplay! The 60 plus levels will take ages to battle through. The ability to play the levels in any order, plus passwords to keep you going when you get stuck, a very good package. 92%



### Super RC Pro Am

NINTENDO

Slick fast and playable, loads of tracks and the four playerLink option offers the greatest multi player fun the 'Boy can offer. Car upgrades, weapons and tough competitors keep the fun going when you're playing alone. The sort of game you can just pick up for a quick game and play all day. Full of fun, the Link option must be played to be believed. 89%





oozes sheer playability with eight different courses and lots of loop the loops to enjoy. Obstacle packed, and full of frenzy it's a near perfect biking simulation. 80%

### Race Drivin'

TOY HEADQUARTERS

Lots of mean machines and fiendish circuits to choose from and good 3D perspective make this an easy-to-get-into, but challenging, sim. The ramps are cool. 73%

### SPORTS

#### All-Star Challenge 2

ACCLAIM

This is basketball on half a court with side on and facing the basket views. Tons of options and top quality graphics don't really create as much sweaty feel as you'd like though and its appeal is limited. 74%

#### Bases Loaded

JALECO

A hekuva good baseball simulation that, once perfected, will offer hours of enjoyment. The graphics and sound aren't particularly hot but the game's controllable enough and builds up just the right amount of tension to give you a run for its money. 87%

#### Hit The Ice

TAITO

Unfortunately this game doesn't quite hit the mark. OK, it plays well enough yet lacks that certain je ne sais quoi to live up to expectations. Playable only as a diversion rather than full blooded sports action ice hockey. 73%

#### Jack Nicklaus Golf

Trade West

Simple to play with a great learning curve and good realistic graphics. As with real life golf you can never truly master the game but it's enjoyable to try. If the televised Ryder Cup's inflamed your golfing appetite then try this. 80%

#### Jordan Vs Bird

Electronic Arts

Not a full blown basketball simulation, more like a game involving two players, one basket and a ball. Doesn't really work as well as it might have done. Not the best basketball game around. 73%

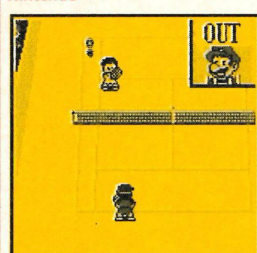
#### Mario Golf

Nintendo

With everything you could possibly need for a few rounds and a battery back-up to boot, this is a near perfect sim for budding enthusiasts with plenty of different holes to negotiate. Fore! 80%

### Mario Tennis

Nintendo



Mario and Luigi battle it out with backhands and volleys in this wonderfully realistic sim. Just about the best possible Tennis game you could fit on the screen. It's fast, addictive and four difficulty levels calls for sound tactical thinking. This gets played a lot round the office. 89%

#### Side Pocket

Nintendo

Not really the pool simulator you're led to expect. All you do is knock the balls around a six holed table and pot them in numerical order. The appeal soon wanes. 63%

#### Tip Off

Imagineer

With two teams moving at an incredible speed it's difficult to figure out just what the heck's going on and the whole caboodle thus disintegrates into a blurred mess. Not one of the greatest basketball sims on the shelves to say the least. 64%

#### Track and Field

Konami

Leaving all other sports sims standing perfectly still, this game is tough enough and varied enough to guarantee great mileage. Get to compete in various challenges, and try to come out top of the pile. 90%

### SIMULATIONS

#### F-15 Strike Eagle

Microprose

The ultimate flight simulation with tons of acrobatic dogfights and targets to zoom in on. Graphics and sound are great and the control system is simple to master. 87%

#### Phantom Air Mission

ACTIVISION

An ambitious attempt at a flight sim which, on the whole, works out quite well. In between take-off, sorties and refuelling you have to use your radar to track down enemy craft. Unfortunately, each mission has a somewhat uncanny resemblance to the last, so you may well become bored too quickly. 72%

### PUZZLERS

#### Boxle 1 & 2

FCI

You shift around a selection of boxes, moving them to their correct position as indicated by a marker. Sounds boring but it isn't. Two real brain teasers make a pleasant change from more run-of-the-mill offerings. A pretty good effort in all. 80%

#### Garfield

KEMCO

Doesn't stray too far off the beaten track as far as puzzlers go, but still an enjoyable play with a password option that sustains your interest through some of the more difficult labyrinths. Garfield drills through blocks, finds keys and opens gates to get into new rooms, all while warding off the nasty villains. 87%

#### Godzilla

VIRGIN GAMES

This blast from the past is an ordinary re-issued 64 level puzzler. But there's a criminal shortage of radioactive breath and Tokyo-stomping from the big green dude in the large rubber suit. Shame. 65%

#### The Humans

Gametek

Plenty of mind bending puzzles around as you direct a bunch of gormless neanderthals over 28 varied terrains. Well presented, tons to chew over and a very good Lemmings side-line. It might get a little bit tedious if this isn't your cup of tea. A potential rival to that classic Lemmings. 87%

#### Kwirk

Acclaim

Guide a tomato through single screen maze-like rooms, shifting boxes and filling holes. Doesn't sound much I know, but rather good anyway. 88%

#### Q\*bert

Nintendo

Set on an isometric pyramid of three dimensional cubes you jump up and down to change the overall colour. A classic old Atari game and a stupid idea, but one which is enjoyable. 83%

#### Splitz

Imagineer

A mind warping game that's just like a slide puzzle only this time you piece together the faces of famous people. This is one cool challenge with loads of skill required. Excellent fun. Elvis spotted in Game Boy game!!! 85%

#### Tetris

NINTENDO

You all know the score with this famous old bird. Move various shapes around the screen to form lines and advance to further levels. Addictive,

but in a strange lego block-frustration type manner. 95%

#### Yoshi's Cookie

NINTENDO

A bit similar to Tetris but only half as addictive. Lines of five cookies zoom in from the top and side of the screen and you have to match up similar ones to make them disappear. The further in you get the faster they fly. Trading on the name one thinks. 76%

### ROLE PLAY

#### Battle of Olympus

Imagineer

Set in ancient Greece this is a huge game that's bound to draw you into a long and exciting epic. Graphically excellent it involves a hefty whack of well presented violence alongside good interaction with all the freaky characters who offer you clues and set you on your many missions. 87%

#### Mystic Quest

NINTENDO

A hugely engrossing arcade adventure that should last a long while. There's a multitude of mental puzzles to solve and places to explore. It's a veritable role-playing super dream treat. Also known as Final Fantasy Adventure. 85%

#### Robin Hood: Prince of Thieves

Mindscape

Both combat, skill and puzzle orientated with some damn fine character interaction along with plenty of fun. This is full of riches for any role play fan and aspiring man in tights. Difficult to get into at first, true enough, but well worth the effort if you stick with it. 85%

#### Ultima: Runes of Virtue

FCI

A massive adventure that'll take eons to finish. Punishing but also compelling as you search for the runes in the wilderness, mingling hack 'n' slay episodes with a great deal of brain rummaging. 79%

### MISCELLANEOUS

#### Bart Vs the Juggernauts

Acclaim

As Bart Simpson you must master the total art of skateboarding, weightlifting and square hopping in a series of diverse and stupidly hard events requiring great skill, strength and strategy. It will take you ages in order to get it right. 85%

#### Caesar's Palace

Ocean

Whether you're a card player or a roulette fancier, even if you just like money you can beat that gambling addiction in your own home. Every

whim is catered for and nicely implemented to make it worth a look. 77%

#### Chessmaster

Hi tech Expressions

A stunningly accurate portable conversion of the age old classic concentration board-game with nothing omitted. Clear and concise, if you love chess, you'll love this to bits. Recommended to all you budding chessmasters out there in the great beyond! Plays a much better game than Nigel Short! 91%

#### Choplifter II

JVC

Lots to see, and loads to do, and lots to get you well and truly involved in this helicopter sim cum shoot'em-up. Graphics don't amount to anything much really but playability is where it really comes good. All in all an alright shoot'em-up. 78%

#### Crash Dummies

Acclaim

A quite original and chuckalicious game that offers more variety than is at first apparent. There may well be only five easy basic levels but things really do start to hot up with even more obstacles to avoid second and third time around. Easy to get hooked on. Clunk click, every single trip! 87%

#### Jurassic Park

Ocean

A fairly playable collect 'em up without the action you'd expect from the film. Searching for eggs becomes boring but the rest is pretty good. Graphics are stylish but maybe could have been better. There's plenty to do and see, but its no classic. Fans of the film should take a look. 85%

#### Populous

Imagineer

Want an intense personal challenge with a learning curve? You've got one. Want to play God? You ARE God! Hours of involvement and strategy to be had as you, playing God, govern the fortunes of your subjects. Thoroughly engrossing. 91%

#### Rampart

MINDSCAPE

Build or die in a medieval heave-ho involving power, battle and bricks. It's tough and frantic as you rebuild walls within a time-limit and prepare for much rougher onslaughts. 83%

#### Revenge of the 'Gator

Nintendo

A delightful pinball game and very addictive. There are five different tables, bonus rooms, realistic ball motion and loads of buzzes, bells and bleeps. The scrolling is a bit jerky but the gameplay is easily good enough to ignore that. 87%

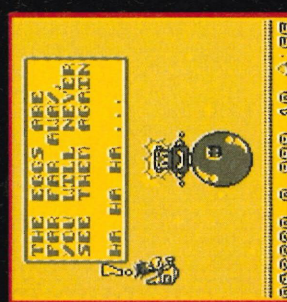
## Essential Game Boy Purchases Essential Game Boy Purchases Essential Game Boy



#### Alfred Chicken

MINDSCAPE

Possibly the best platformer of the lot. What more needs to be said? Challenging, addictive and a fine purchase, if you are sick of platformers then this is the perfect cure. Play it through, then play it again and again. Superb. 92%



#### Best of the Best: Championship Karate

LORICEL

This red blooded bruiser lives up to its name in a perfect conversion of the SPES cruncher. Loads of moves, speed and will to win, it really knocks the competition out for the count. Don't sit there dreaming about \$19, go out and go a few rounds with this knock out cart. 93%

#### Parodius

KONAMI

The programmers behind the greatest blasters show they've got a sense of humour as well. The variety and originality lift this just above Nemesis 2. Cuteness often equals childish simple play, not here. Belly dancers and prancing piggies provide exciting cannon fodder. 90%





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## SWAPS

● I will swap my Bart/Camp Deadly for Tiny Toons, Dr Franken or Revenge of the Gator. If interested send your game to: 1 Brookside, Boosbeck, Saltburn, Cleveland TS12 3AR.

● I will swap my Star Wars, Mortal Kombat, Crash Dummies, or Paperboy and would like Dr Franken II, Mega Man III, Garfield, The Humans or Pinball Dreams. Call 0846 672677.

● I will swap Castlevania Adventure for Mario Tennis, Top Ranking Tennis, Alfred Chicken or Mega Man I, II or III. If interested phone 0703 320200.

● I will swap Dr Franken for Mickey Mouse, Alfred Chicken, Mortal Kombat, The Blues Brothers, Speedy Gonzales or The Flintstones. Phone 0509 267978 or write to: C Gibson, 51 Thirlmere Drive, Loughborough, Leics LE11 3SX. Thank you!

● Swap!! Turrican or Burai Fighter Deluxe for Joe and Mac, The Humans, Super RC Pro-Am, Jurassic Park, Duck Tales or some other games. Call 0452 812942 and be quick about it!

● Swap Spider-Man for Double Dragon 1, 2 or 3 (doesn't matter which), swap Super Mario Land for Tiny Toons, and swap TMNTurtles for Batman or Batman: Return of the Joker. Phone 09756 51213.

● Swap Super Mario Land, Krusty's Fun House, Duck Tales or WWF 2 for your Lemmings or Tiny Toons. Phone 0277 631627.

● Mega Man III up for swaps. Will swap for Alfred Chicken, Dr Franken II or Mega Man II. All games must be boxed with instructions because mine is. I have all the codes if you'd like them. Contact 041 882 0189 between 5-8pm. PS. Will consider other games. Bye!!

● Do you want to exchange your unwanted Game Boy carts? Fair selection to choose from. Call Mondays on 0323 833022. Happy Xmas everyone.

● Give me Top Ranking Tennis, World Circuit Series, Bases Loaded, Fastest Lap, Mystic Quest, Alien 3, Asterix or Mortal Kombat and I'll give you Final Fantasy, Track Meet, Super Kick-Off, Caesar's Palace, Star Trek, Ultra Golf, Parasol Stars, Probotector or more. Or Sega Master System games. Tel: 0904 760397.

● I will swap my Double Dragon, Kwirk, Mercenary Force or Star Wars for your Alfred Chicken, Joe and Mac, The Humans or Alien 3. Call answering machine 0243 582468 after 6pm, must be in Bognor or Chichester area.

● Swap Side Pocket for Robocop boxed, or swap Kung Fu for Castlevania Adventure boxed. Write to: WL Vicary, 196 North Circular Road, Palmer's Green, London N13 6BN.

● Look I will swap my Super Kick-Off for your Blades of Steel. Please hurry as this is an emergency. Phone 0689 847914.

● I will swap my Super Mario Land, Harmony or WWF 1 for Terminator 2, WWF 2, Dr Franken, Prince of Persia, Crash Dummies, Blades of Steel, Motocross Maniacs or any other game. Please ring 0689 847914, please ring me fast.

● I will swap my R-Type or TMNTurtles 2 for Dr Franken I or II or Super Hunchback. Ring 0982 552938.

● Swap Double Dragon 1 or 2, F-1 Race, Beetlejuice, Robocop, Super Mario Land 2 or Final Fantasy Legend for good games. Or swap Best of the Best for Lemmings. Ring 0727 823322.

● Will swap my Kirby's Dream Land for Battletoads 1 or 2, Mega Man I, II or III, or Mortal Kombat. Phone Leeds 0532 665878.

● Will swap Battletoads, Super Kick-Off, Caesar's Palace or Jack Nicklaus Golf for Dr Franken, Alfred Chicken, Q\*Bert or The Legend of Zelda. Ring 0892 518486 after 6pm.

● Swap Populous, Ninja Gaiden, Qix, Splitz, Skate or Die, Super Kick-Off, Castlevania Adventure, Battletoads, Battle of Olympus, Prophecy: Viking Child or Adventure Island for any good games. Ring 0348 874263. I really want Spy Vs Spy. Anything will do!

● Swap Star Wars or Beetlejuice for Mortal Kombat, Ren & Stimpy 1, Alfred Chicken, Asterix or any other games. Write to: S Clay, 76 Eastbourne Gardens, Whiteley Bay, Tyne and Wear NE26 3IX.

● Will swap TMNTurtles 2 or Turrican for Bart/Camp Deadly, WWF 1 or 2, or Double Dragon 2 or 3. Phone 0282 699916.

● I will swap WWF 1 for the Game Boy for Super Mario Land 1 or 2, Lemmings, Super James Pond or Best of the Best. For more information write to: C McSwiney, 82 Lorcan Grove, Santry, Dublin 9, Ireland. Tel: Ireland 8426423.

● Will swap WWF 2 or Ferrari Grand Prix for Populous, The Chessmaster, Lemmings, Crash Dummies, The Humans, Alfred Chicken, Race Drivin', Motocross Maniacs, Joe and Mac, Speedy Gonzales, Battletoads, WWF 3, R-Type II, Probotector, F-1 Race, Best of the Best, Parodius, The Empire Strikes Back, Dr Franken I or II, Top Ranking Tennis or Super RC Pro-Am. Please call 0243 782951 after 4pm any day.

● Swap my Mega Man, Metroid II, or Bart/Camp Deadly for your Nemesis 2, Mega Man II or III, Mortal Kombat, Lemmings or Alfred Chicken. Also swap Amiga games. Phone 0905 861321.

● I will swap Addams Family, Hook, Super Mario Land or Batman for Prophecy: Viking Child, Dragon's Lair, Final Fantasy Legend or Tiny Toons, all boxed with instructions. Call 0703 620828 evenings only.

● Will swap Mortal Kombat, Super Hunchback or Mega Man I for any offers of games rated over 79%. Call 0252 691369. Do yourself a favour and call now! PS. Lemmings would be nice!

● Please please help me swap my Game Boy with 4 games including Mortal Kombat and Super Mario Land for SNES with Super Mario Kart. Tel. 0495 310137, South Wales. Please make me happy!!!

● Will swap my Populous or The Empire Strikes Back for your Best of the Best or F-15 Strike Eagle. Must be boxed with instructions. Also will swap for Alfred Chicken. Phone 041 647 0297 after 5pm.

● Swap my The Punisher or Spider-Man

for Crash Dummies or Terminator 2. Ring 0322 664258 between 4-8pm week days.

● Please help, I will swap Cyraid, Dragon's Lair or Sword of Hope for RPG's. Tel 0603 261696 or work 0603 787777.

● I will swap HAL Wrestling for Motocross Maniacs or any other good game, anything considered. Phone 0302 322971.

● I will swap George Foreman's KO Boxing for Lemmings or Star Wars. So ring 0865 890563.

● I will swap my TMNTurtles 2 game for the NES. I would like Lemmings or Terminator 2. Write to: T Foster, 654 South Tenth Street, Milton Keynes MK9 3GG. Get swapping.

● Swap The Flash, Popeye 2, Side Pocket, Ghostbusters 2, Blades of Steel, Robocop, Duck Tales or others for Alfred Chicken, Garfield, Edd the Duck, Asterix or other good games. Phone 0543 433206 after 4.15pm.

● Will swap Batman: Return of the Joker or Nintendo World Cup for Populous, Lemmings or Mortal Kombat. Phone 0582 29257.

● I am willing to swap Choplifter 2 (no box), Lemmings, Bart Vs Juggernauts or Alien 3 (all boxed with instructions) for Best of the Best, Mortal Kombat, F-15 Strike Eagle, Top Gun or Battletoads 1 or 2. Ring 051 356 1975, but please do not phone on weekends.

● Will swap Game Boy with 6 games including Super Kick-Off, Looney Tunes and Tetris for SNES with 3 games. Phone 081 550 8094.

● Will swap Pac-Man with box and instructions for The Chessmaster. Phone 031 337 5581 after 3pm week days.

● I will swap my Pit-Fighter or Marble Madness for The Chessmaster or Populous. Call 0734 477523. Thanks!

● Will swap Mario Golf, Motocross Maniacs or Nintendo World Cup for most other games. Phone 0455 613098. Hurry!

● I will swap Super Mario Land 2 for Joe and Mac only. No other swaps considered. If interested phone 0253 895720. Must be boxed with instructions.

● I will swap Fortress of Fear for Crash Dummies. Phone 0977 558041.

● I will swap Double Dragon, Batman: Return of the Joker, Gremlins 2 or Super Mario Land for Mortal Kombat, Dr Franken I or II, Robocop 1 or 2, Alien 3, Star Wars, Alfred Chicken, Choplifter II, Mario Tennis, Snow Bros, Raging Fighter, WWF, Super Mario Land 2, Star Wars or Paperboy. Phone 0582 591054.

● Will swap Mortal Kombat for F-15 Strike Eagle or any other good flying sim game. Please please ring as I am sick of Mortal Kombat. Ring 0624 897259.

● I will swap Prince of Persia, Burai Fighter Deluxe or TMNTurtles 2, no box, no instructions for Track and Field, Alfred Chicken or Looney Tunes. Others considered. Phone 0233 638422.

● I would swap Bad 'n' Rad and Tetris for any 2 good games. Please ring 0253 304743 after 4pm. Doesn't have to be in box with instructions.

● Swap Double Dragon for Joe and Mac or any other good games. Call 0686 623075.

● Will swap Game Boy with 8 games for your SNES with Street Fighter II: Turbo. Game Boy games include Final Fantasy I & II, Battletoads, etc. Call 081 944 9317.

● Swap Game Boy, 13 games and Pro Action Replay for your Sega Game Gear, TV tuner, rechargeable battery pack and 5 games. Columns and 4-in-1 Fun Pak not wanted. Ring Ireland 010 35372 55222.

● Hi! I will swap Paperboy, Addams Family, Fortress of Fear, Super Mario Land or Lemmings for Nemesis I or II, Krusty's Fun House, Ultima: Runes of Virtue, The Legend of Zelda, Pinball Dreams or any other good game. Tel 0903 503474 after 4pm.

● Game Boy plus 6 games: Othello, Caesar's Palace, Lock 'n' Chase, Who Framed Roger Rabbit, Tetris and Elevator Action. Excellent condition, £70. Phone 091 373 1048.

● I will swap Best of the Best, Prince of Persia, Dr Franken, TMNTurtles 2, Alfred Chicken or Super Mario Land for Star Wars, Monopoly, The Humans, Mortal Kombat or Tiny Toons. If interested write to: L Anderson, 42 West Hill Grove, King's Norton, Birmingham B38 9RP.

● Will swap my SNES with Street Fighter II for a Game Boy with 1 game and Tetris. Please write soon to: N Bedwell, 12 C Block, Peabody Avenue, Pimlico, London SW1.

● I will swap my Prince of Persia or Super Hunchback for The Chessmaster or Star Wars on the Game Boy. Please hurry and write to: T Powell, 3A Clarendon Street, Pimlico, London SW1V 2EH.

● Game Boy games: Double Dragon, Super Mario Land, Tetris, Gargoyles's Quest, WWF 1, Double Dragon 3, Duck Tales, Bart Vs Juggernauts, Bart/Camp Deadly and Castlevania II. Swap any 2 for 1 SNES game. Call 07048 72159 after 5pm.

● Swap my Super Mario Land 2 or Motocross Maniacs for your Tiny Toons, Mortal Kombat, Super James Pond or Super Hunchback, or swap both games for 1 good SNES game apart from Street Fighter II. Phone 037988 451 now.

● Japanese import game Mercenary Force minus instructions and the classic beat'em up Double Dragon as new. Swap for either Baseball, Pinball Dreams, Mortal Kombat, Basketball or Lemmings. Write to: D Wood, 24 Marlborough Road, Stevenage, Herts SG2 9HW.

● I will swap my Game Boy with mains adaptor, carry case, link-up cable, headphones and 3 games for a SNES with 1 game, preferably Street Fighter II, and 1 or more joypads. If interested, phone 0734 429196 after 6pm.

● Game Boy games Dr Franken and Super Hunchback, instructions but no boxes. Exchange for Game Gear or Pro Action Replay, or swap both for Dr Franken II, Hook, Q\*Bert or Kirby's Dream Land, my 2 for your 1. Phone 0924 468461.

● Swap my Battletoads, Kirby's Dream Land, Duck Tales or Beetlejuice for Speedy Gonzales, Prince of Persia, Crash Dummies, Jeep Jamboree, Alfred Chicken or Kid Dracula. Phone 0928 731460.

● I would like to swap my WWF 2 or Duck Tales for Track and Field, The Humans or any other good games. Both boxed with instructions. Phone 0232 869601.

● Swap Double Dragon (boxed with instructions) in excellent condition for any, yes, any boxed game in good condition. Phone 0377 257370.

● Will swap my Double Dragon 3, Super Mario Land, WWF 1 or Castlevania II for your Joe and Mac, Kid Dracula, Battletoads or Parodius. Phone 0782 618302.

● I've got Krusty's Fun House, Bubble Ghost, Kirby's Dream Land and Metroid II. I will swap for Tiny Toons, Kid Dracula, Joe and Mac, Duck Tales, Alfred Chicken, Lemmings, Alien 3, F-15 Strike Eagle or any good games. Phone 0452 416895.

● I will swap my Super Kick-Off for Top Ranking Tennis or Track and Field. Tel: 0270 883786.

● Swap Dr Franken, Battle of Olympus, Dragon's Lair, Duck Tales, Shanghai, Bugs Bunny Crazy Castle or Bart/Camp Deadly for a Game Gear or Pro Action Replay (for

2 games) or Populous, The Humans, Tiny Toons or Castlevania II. Others considered. Phone 0244 533568.

● I will swap Joe and Mac or Track and Field for Alien 3 or Dr Franken. Phone 0742 888636.

● I will swap Mario Golf, Rocky and Bullwinkle (rare game) or Nintendo World Cup for Batman, Bart/Camp Deadly or Robocop 2. Phone 0455 613098, please hurry.

● I will swap Navy SEALs or Super Mario Land 2 for Bart Vs Juggernauts, Princess Blobette, Motocross Maniacs, Castlevania II, Battletoads, Lethal Weapon or a Handy Boy. Phone 0206 766995.

● I will swap Dr Franken for Alfred Chicken, Top Ranking Tennis or Joe and Mac. Other games considered. Phone 0903 744557.

● I will swap my Krusty's Fun House (boxed) for your boxed Looney Tunes. Phone 0942 862110 after 4pm.

● I will swap my Dr Franken with instructions for your Star Wars with instructions. If interested, contact 0236 732520, Scotland.

● Swap Krusty's Fun House, Terminator 2 or Bart Vs Juggernauts for Mortal Kombat, Alfred Chicken or Dr Franken. Buyer must collect. Tel 0829 250225, Cheshire area.

● Will swap my Mega Man II rated 90% or Kid Icarus for your Caesar's Palace, Track and Field or Populous. Phone 081 591 0171 after 6pm.

● I have Star Wars boxed with instructions, will swap for Super Mario Land 2 or any other decent games. Phone 0758 87391.

● I will swap Double Dragon 1 or 3 for F-15 Strike Eagle, Phantom Air Mission, The Chessmaster or Super Mario Land 1 or 2. Not boxed or any instructions. Phone 0904 612760.

● Swap Gremlins 2, brilliant game with case but no instructions or packaging for your sports game or cheats cartridge. Write to: D Wood, 24 Marlborough Road, Stevenage, Herts SG2 9HW.

● I will swap Spider-Man or Bugs Bunny Crazy Castle 2 for Tiny Toons or Lamborghini. Phone 0734 473850.

● I'd like to swap Lemmings, Terminator 2, Double Dragon, Super Kick-Off, Alien 3, Killer Tomatoes or Who Framed Roger Rabbit for your Crash Dummies, Jeep Jamboree, Jack Nicklaus Golf, Football 2000, Super RC Pro-Am or Speedball 2. Phone 0202 748660. Hurry!!

● I will swap my TMNTurtles for your Bart/Camp Deadly or Krusty's Fun House with instructions. Phone 031 332 8197.

● I will swap Paperboy, R-Type or Navy SEALs for raging Fighter or Best of the Best. I will swap Navy SEALs for 1 game. Phone 0602 843206.

● Will swap Revenge of the Gator for Bart Vs Juggernauts, Crash Dummies, Rampart or Mega Man I or swap Bart/Camp Deadly for Speedball 2. 1 for 1. Phone 081 399 0152. (Could be 0162).

● Swaps! Lemmings (boxed with instructions) for any game rated 80% or higher in GB Action! This offer is too good to miss! Ring now on 0292 553040.

● I will swap Tiny Toons (89%), Navy SEALs (73%), Dead Heat Scramble or Fastest Lap, both excellent games. Will swap for any good games. Phone 0782 639278 after 6pm week days.

● I will swap my Game Boy with 4 games for your Sega Mega Drive with 4 games also. I would like Street Fighter II with it. Phone 0693 61906 after 3.30pm. Hurry!!!

● Swap Game Boy games: Choplifter II, King of the Zoo, F-1 Race, Dynablast, Ferrari GP Challenge and others. Also SNES games including: Street Fighter II, Desert Strike, Final Fight, Aleste and Super Kick-Off. All for swap. Call 0924 848007.

● Swap my Gremlins or Shadow Warriors for your Star Wars, or swap both for Star Wars and The Empire Strikes Back, or Mortal Kombat and Dr Franken II, or Game Gear. Call 0530 414545. Gremlins has no instructions or box.

## SALES & SWAPS

● Game Boy games for sale or swap for Sega Mega Drive games 2 for 1. Jeep Jamboree, Dr Franken, Alien 3, and Mega Man II are boxed etc. Batman, Tetris and Baseball are not boxed. Top games at a good price. Phone 081 953 6355.

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● Swaps! I will swap my Lemmings or Double Dragon (both boxed) for your Rodland, Parasol Stars, Super RC Pro-Am, WWF 3 or a Mega Man game. Phone 0292 550340. Also available Double Dragon 2 (no box).

● For sale. Game Genie including code book, £16. Tiny Toons game, £16. Motocross Maniacs game, £10. All boxed with instructions, or will swap 1 of the above games for Krusty's Fun House, Top Ranking Tennis or Pinball Dreams. Phone 0772 717100 now!

● Will swap Star Trek, F-1 Race or Motocross Maniacs for Top Ranking Tennis, Star Wars or Felix the Cat, or sell for £14 each. Call 0285 657867.

● Will swap Game Boy and 4 games for NES with 4 games, or sell for £60. Phone 0222 766291.

● Swap F-1 Race no box or instructions, or Speedball 2 for Track and Field, Alien 3, Nemesis I or II, or R-Type I or II. Will swap my 2 for your 1? Or will sell. Call evenings 021 476 0455.

● Will swap Bubble Ghost for any other game, or sell for £8. Phone 021 358 1266.

● I will swap Double Dragon and Batman for Mortal Kombat or sell for £10 each. Phone 071 587 3510 after 5pm.

● For sale Double Dragon II, Robocop and Pit-Fighter, £10 each. Or swap for WWF 2. Write to: S Clump, 36 Greenlade Close, Atherstone, Warwickshire CV9 1PR.

● Game Boy games for sale or swap, including Best of the Best, Prince of Persia, Mario Golf, Mario Tennis, Super Mario Land, Robocop, Paperboy, Dr Franken or Alien 3. I am especially interested in Lemmings. Phone 071 821 5174 after 5pm on week days.

● For sale 8 rechargeable batteries and 5 hour battery charger for radio controlled car, worth £20, will sell for £10, or swap for any Game Boy games, boxed or not, preferably with instructions. Write ASAP to: S Cook, 43 Buchanan Drive, Hindley Green, Wigan WN2 4HJ.

● Will swap Probotector or Super Mario Land for Track and Field, The Chessmaster or Top Ranking Tennis. Or will sell for £15 each or £25 for both on. Phone Rayleigh 0268 778879.

● Wow! Am I crazy or what?!! I will swap Alien 3 for Mystic Quest or Mario Tennis, or sell for £17.50. Phone 081 881 8752 any day after 7pm.

● Swap my Dr Franken, Double Dragon or Prince of Persia for Kirby's Dream and The Empire Strikes Back or Alfred Chicken, or sell for £15-20 each. Ring 0455 238904.

● Swap Nemesis for Battletoads or sell for £10. Sorry no box nor instructions. Swap Gremlins 2 for anything or sell for £5. Phone 0305 251320, Saturdays only.

● I will swap Mario Golf on the Game Boy for most other decent games, or sell for £12. Also Pro Action Replay cart wanted, will pay up to £15. If interested phone 0522 540580.

● Will swap Nintendo World Cup for Track Meet, or buy Track Meet for £10. Phone 0284 763709.

● Does anyone want to buy Tetris, no instructions but with protection box for £5? Or I will swap for any game with or without box and instructions. Ring 044282 5598.

● Sell Game Boy with 5 games, Handy Boy, Nuby holder and adaptor for only £70, or swap for a Sega Game Gear. Ring 0732 762837.

● Swap my Terminator 2, Nintendo World Cup or WWF for any good game, or sell for £9 each. Ring 081 462 3386 (West Wickham).

● Will anybody swap Spider-Man 2 on the Game Boy for either Mario Golf or Super Mario Land 2, or sell for £20. Tel: 021 747 4697.

● Will swap Robocop, Super Mario Land 2 or Tetris (boxed as new) for Kirby's Dream Land, Super Mario Land, Crash Dummies, Joe and Mac, Best of the Best or Jurassic Park (?). Other good games considered. Or sell for £10+ on. Must be in Wales. Please phone 0570 423139.

● Swap WWF 1 for Joe and Mac, Star Trek or any other game, or sell for £10. Phone 0963 33821.

● Swap Terminator 2, Populous, Super Kick-Off, Bart Vs Juggernauts, George Foreman's KO Boxing or Star Wars for Lemmings or The Chessmaster, or sell for £10 each, £5 for George Foreman. Most games boxed with instructions except for a

few. Phone 0883 714650 for quick swap or sale, I'm desperate.

● Swap Motocross Maniacs or sell for £13, boxed with instructions. Games wanted are Felix the Cat and Solar Striker. Also for sale £6 or swap: new personal stereo cassette player. Call 0285 657867.

● For sale! Mario & Yoshi £15 and Mario Golf £12, or will swap for driving simulators or Game Genie. Ring 0923 867693.

● I will swap my Kung Fu Master or Burai Fighter Deluxe for any games on offer, but not Tetris, Castellan or Krusty's Fun House. Willing to sell from £10-15. Call 0670 515197.

● I will swap or sell my Game Boy game which is Double Dragon II for £15, or I'll swap it for Krusty's Fun House or Duck Tales. Ring 0284 767724 after 4pm.

● Sell Super Mario Land boxed with instructions for £10 on, or swap for Tiny Toons. Phone 0460 281649.

● For sale Game Boy games, All-Star Challenge 2, Tetris, Nintendo World Cup, Looney Tunes, Tiny Toons, Track and Field, Super Kick-Off, Addams Family, Star Wars, Super Mario Land 2 and Mortal Kombat. Most boxed, all with instructions. Or will swap for a SNES with 4-5 games or a CD player with £20 cash, or sell for £200. Write or phone Pete at 30 Merton Close, Oldbury, Warley, West Midlands B68 8NG. Tel: 021 552 7168.

● I will swap my Game Boy with Tetris only 2 months old for a Sega Game Gear, or sell for only £45 plus earphones, adaptor and Game Boy case. Phone 0252 873320.

● I have over 25 games to swap or sell. Phone for list. Games I want are Mortal Kombat, Battletoads 2, Nigel Mansell and lots of others. Phone 021 588 2035 with your offers and enquiries. May also swap 2 for 1. All games boxed.

● Swap my Game Boy with lots of games for your SNES or Sega Mega Drive with 5 or more games. Also with the Game Boy is Handy Boy and carry case, all games boxed and have got instructions. Or sell for £200. Phone 0639 638511.

● I'll sell my Krusty's Fun House for £25, or swap it for any decent, note decent Game Boy games. I will also swap my Sega Game Gear games, large selection, or sell them, prices may vary. Phone 0962 852927.

● For sale Tetris for Game Boy £10, or a swap. Tel 0582 502294.

● Swap or sell Dragon's Lair or Princess Blobette for £15, or any decent game. Phone 0222 530758.

## WANTED

● Wanted: Revenge of the Gator, Q\*Bert and Qix. Will pay £10+ with instructions. Will consider without. Phone 071 281 1091 and leave your message.

● Game Boy games wanted fairly cheap, good quality. Also Game Boy accessories wanted, eg. car adaptor, games, Game Boy Packer and Game Genie. Write to: J Winship, 7 Knox Chase, Harrogate, N Yorks HG1 3HZ. Hurry!!!!

● Wanted Game Boy and SNES games. Send list to: C Allen, 29 Napier Road, Cowley, Oxford OX4 3HZ.

● Wanted Mega Man III boxed or unboxed. Tel. 051 328 1139.

● Wanted: Mortal Kombat. I will pay up to £15 or will swap for Lemmings. You will be a fool not to ring this number: 0943 877318, Leeds. Hurry, I'm desperate. Come on, I am waiting for your call!

● Wanted Super Mario Land 1 & 2 and Duck Tales. I will pay £10-17 for each game. Please phone 0379 852162 or you could write to: Peter, Rivendale, Lush Bush, Harkston, Norfolk IP20 9QN. Hurry before someone else...

● Wanted: Mortal Kombat. Will swap for Lemmings, The Humans, Bart/Camp Deadly, Super Mario Land, Beetlejuice or a Handy Boy. Maybe 2 for 1 or pay up to £11. Please hurry, I'm desperate. Phone 0472 824638.

● Wanted: Mystic Quest, Ultima: Runes of Virtue, Battle of Olympus and Prophecy: Viking Child. Will buy, or swap for my Super Kick-Off or Mega Man II. Ring 071 828 0680.

● I would like to purchase any decent Game Boy games. Essentially boxed with instructions, £10+ paid. Call any Monday

on 0323 833022. Happy Christmas everyone! Also possible game swaps.

● Game Boy games wanted! I have Duck Tales. Will sell or swap for anything. Please write soon to: L Davies, 741 Devon Road, Frankley, Birmingham B45 0NP.

● Game Boy games wanted. Send list and prices to: R Leech, 5 Sylmor Gardens, Bournemouth, Dorset BH9 3EN. Must be in good condition with box and instructions.

● Wanted: English instructions for the Game Boy, photocopies or original. Also any tips or cheats for Krusty's Fun House and F-1 Race, thanks. Send to: S Dudman, 68 Cromwell Avenue, Loftus, Cleveland TS13 4JW.

● Wanted! Garfield for the Game Boy. Must be in good condition. Price discussed. Ring 0785 851502.

● Wanted Alfred Chicken, boxed with instructions in mint condition. Will pay £15 including postage. Phone 0923 283604.

● I'll give you a game and a light boy if you can give me a Game Genie. My games include: Final Fantasy, Super Kick-Off, Track Meet, Star Trek, Caesar's Palace, Ultra Golf, Parasol Stars, Probotector and more. I also want a Handy Boy or something similar. Write to: P Allen, 21 Orchard Paddock, Haxby, York YO3 3DW or tel: 0904 760397. Thanks!

● Wanted issues 1-15 of GB Action. Good prices paid for complete collection or swap for one of my top games like Super Kick-Off, Alien 3 or Terminator 2. Phone 041 632 3670.

● Wanted Game Boy and SNES games. Send list to: C Allen, 29 Napier Road, Cowley, Oxford OX4 3HZ.

● Hello! Over here! Yes you! Can I have your Mortal Kombat? I will pay up to £15 or even give you Lemmings for it! All you have to do is ring this number: 0943 877318, Leeds. Ta very much!

● Wanted: Alfred Chicken, McDonaldland, Looney Tunes, Mystic Quest, Felix The Cat, The Humans and Snow Brothers. Please help. Phone 0829 270393.

● Wanted! Star Trek, the original. Will pay good price. Ring 081 952 0613.

## SALES

● For sale Game Boy plus adaptor and 4 games: F-1 Race (with 4 player adaptor), R-Type, Mega Man III and Tetris for £65. Phone Graham on 0764 654732 after 4pm. Will consider selling games separately for £10-15.

● For sale Game Boy games: Centipede £8 and Wheel of Fortune £10. Ring 0274 544190.

● For sale Bugs Bunny Crazy Castle and Super Mario Land 2, £12 each. Phone 0256 882684 after 6pm.

● Will sell Nuby Game Light for £5. Light is in brilliant condition. Phone 0443 203989 or write to: J Verrinder, 40 St Anne's Drive, Llantwit Fardre, Pontypridd CF38 2PD.

● Game Boy games for sale: Super Kick-Off £9.99, and Alien 3 £12. Both with instructions. Game Boy carry case £5. Loads and loads of mags for sale. If you're interested in anything phone 0923 283604.

● Game Boy with 5 games including Mario Golf and Krusty's Fun House boxed as new. Cared for. £85. No offers. Tel: 0602 617489.

● For sale Game Boy games: Tennis and Jeep Jamboree with instructions and boxed for £13.50 each. Also Nuby Game Light £5, and Brite Boy magnifier £9 (not used). Phone 0436 852563.

● Game Boy for sale with 6 good games, carry case and mains adaptor, £140. Phone 081 428 3950 week days after 4pm please.

● I will sell Road Rash and Streets of Rage on Sega Mega Drive for £10 each, and Game Boy games: Castlevania Adventure, WWF 1, Spider-Man, and Phantom Air Mission for £8 each, and Nintendo World Cup for £10. Ring 081 401 2068.

● Game Boy for sale, 1 year old, with 5 games: Tetris, Super Mario Land, Jordan Vs Bird, Batman and Trax. Also with magnifier. Phone 021 355 4823 or write to: D Smith, 59 Goldieside Road, Sutton Coldfield, West Midlands B73 5PF. Will sell for £80 on.

● 6 games up for grabs! All 6 for £55 or sell separately for £10. Games include Bart

and Double Dragon. Call 0865 371588 after 4pm.

● 6 games for sale: Mario golf, Super Hunchback, Super Mario Land 2, Jordan Vs Bird, Turrican and Populous. Also Game Boy £45 including light, magnifier, joystick and sound. Ring 0580 891412.

● Game Boy and 8 games including F-1 Race, Top Ranking Tennis and Mega Man plus AC adaptor, worth £220, sell for £140 on. Doncaster area only. Call 0302 532569 after 5pm.

● Game Boy for sale with 6 games including: Blades of Steel, F-1 Race with 4 player adaptor, Super Mario Land, Dr Mario and more. Also includes amplifier and carry case. All vgc, worth £200 new, will sell for £100. Phone 0663 763146.

● Now here's an offer you can't refuse. I have a brand new Game Boy for sale plus 5 games including Tetris and extension cable. All of them are fully boxed, new, with instructions. All for £79 on. Just phone 0494 714288.

● Sell Krusty's Fun House for £15. Ring 0653 818893.

● Game Boy games for sale. Good titles. Up to £15 each. Send SAE for details to: R Leech, 5 Sylmor Gardens, Bournemouth, Dorset BH9 3EN. PS. All are boxed with instructions.

● Game Boy with games: Super Mario Land 1 & 2, Mario Tennis, Bubble Ghost, Castellan, TMNTurtles, Tetris, etc., etc. £140. Phone 031 334 8984 for details.

● Will sell Gremlins 2 for Game Boy and TMNTurtles for IBM PC. Live in Devon area. Contact 0548 561809.

● For sale: Alfred Chicken, Asterix and Krusty's Fun House for Game Boy, £12 each, brand new. Tel 0742 657236.

● Game Boy for sale with The Empire Strikes Back, WWF 2, Super Mario Land, Tetris, Bases Loaded and Bart/Camp Deadly. £90, bargain price. Please ring 0959 571761.

● For sale: Handy Boy multi-function attachment, £18. Contact 051 639 2063 after 4pm please. North West only. Hardly used. Good bargain.

● Game Boy games for sale: TMNTurtles 1, complete, £14 and Double Dragon, complete, £10. Interested? Then call 0905 54614.

● Bargain, Game Boy for sale, including Terminator 2, Lemmings, Ferrari Grand Prix Challenge, Bad 'n' Rad, Tetris, Nuby thing, 2 player lead, case and loads batteries, vgc. Worth £185, sell for £75. Phone 0502 77416.

● For sale Game Boy with Super Mario Land, Tetris, Gremlins 2, Super Kick-Off, Dragon's Lair, Turrican and Dynablast. Also included 4 batteries and recharger, carry case, link cable and cleaner kit all for £65! Please hurry, phone 021 351 5954 after 7pm. Buyer gets GB Action issue 1 free!

● For sale, Game Boy with 13 games including Hook, Terminator 2 and Gremlins 2, good condition, £130. Phone 0325 353407.

● For sale: Populous £15, Prince of Persia £15, Missile Command £8, Chase HQ £8 and Burai Fighter Deluxe £8. Free Handy Carry to right buyer! Write to: J Kidner, Watch Bungalow, Maundown, Wiveliscombe, Taunton, Somerset TA4 2HN.

● Game Boy, game light, magnifier, battery adaptor, carry case and 4 top games including Super Mario Land 2 and Terminator 2 plus more, all boxed as new, full instructions. Excellent present, £90. Phone 0724 871807.

● For sale Game Boy with 4 games and AC adaptor, the lot for £70 or games at £10 each. Game Boy, AC adaptor and Tetris, £40. Ring 0400 30368.

● Issues 1-18 of GB Action, £1 each, or all of them for £15. Send an A4 size SAE to: B Warren, 36 Petersfield Road, Boscombe East, Bournemouth, Dorset BH7 6QJ.

● For sale Game Boy with 7 games, adaptor and light. Only £150 on. Call 081 420 1915 after 4pm.

● Game Boy for sale, good condition, 3 games, Pro Action Replay and game plug. All boxed. Sell for £60 on. Phone 0968 676051 after 6pm.

● Mint condition Game Boy with 5 games like Star Wars and Navy SEALs etc. for sale, only £115 on. Contact 0703 225430. Can't

accept less than £100. Thanks.

● Game Boy for sale, 6 games and extras, £75 on. Tel 021 749 1526.

● For sale Game Boy with 17 games, most boxed with instructions, Hyperboy, magnifier, light and Nuby mains plug, all for only £150! Phone 021 353 3717 weekend only!

● Game Boy with 5 good games. Ideal for Christmas. Tel 0452 713667. Wanted Sega Mega Drive and games, may part exchange for my Game Boy.

● Will sell: Nintendo World Cup, Super Kick-Off, Dick Tracy, Bart/Camp Deadly, Bill and Ted, TMNTurtles, Who Framed Roger Rabbit, Mickey Mouse and Parasol Stars for £15 each. Also light magnifier £10 and amplifier £5, or both for £12. Phone 0773 872786 after 6pm (Midlands area).

● For sale Game Boy games including WWF and F-1 Race, carry case, magnifier and car adaptor, £100. Phone 0403 732851 after 6pm.

● For sale Game Boy with 8 games including Star Wars, Mega Man II and Super Mario Land. Also with cartridge case, carry case, AC adaptor and magnifier. Will sell for £150, worth £300. Phone 0895 674628, must live in Middlesex area.

● Game Boy for sale, boxed, with Mortal Kombat, Super Mario Land and T2: Arcade Game, all boxed with instructions, plus Nuby stereo speakers. Unwanted present worth £135, will sell for £100 on. All less than 1 week old! Phone 0945 64871.

● For sale Super Mario Land 2, Battle of Olympus and Bill and Ted, £12 each, all boxed with instructions. Also Mystic Quest, boxed, no instructions, £10. Wanted NES Game Genie, will pay £10. Phone 0763 245025, Herts.

● Game Boy, Popeye 2, Chase HQ and Home Alone for £70 with free computer mags. Game Genie with code book for £16. Phone 081 500 1634.

● For sale Game Boy games £10-15: Dr Franken, Jeep Jamboree, Alien 3 and Mega Man II, boxed with instructions; Batman, Baseball, Bad 'n' Rad and Tetris, not boxed. Also Game Boy for approximately £30. Phone now on 081 953 6355.

● Game Boy with WWF 2, Super Mario Land, Tetris, Race Drivin' and Solar Striker, £100. Sega Mega Drive with 6 games: Sonic the Hedgehog, EA Hockey, John Maddens '92, Golden Axe, PGA Tour Golf 2 and Road Rash 2, £160. Tel: 0452 713667.

● Game Boy games from £5 including Mortal Kombat, Super Mario Land 2, Shadow Warriors and Pit-Fighter. 9 games in all. Also magnifier. The lot for £100. Call 0732 833376. All boxed with instructions.

● For sale: Game Boy boxed in excellent condition, includes Tetris, £35. Also 2 other boxed games: Parasol Stars £8 and Populous £12. Also sound amplifier £5. Will sell all together for £50. Phone 0362 695091.

● Sell The Empire Strikes Back with box and instructions. Brand new, £18 including postage. Phone 0582 402248.

● Game Boy for sale with 3 games: Ultra Golf, Caesar's Palace and Tetris. Plus Nuby Game Light. Worth over £110, will sell for £50-55. Phone 0993 830374 after 5.30pm.

● For sale: Game Boy and Tetris, £30. Games: Best of the Best, Super Hunchback and Krusty's Fun House, all £15 each. Also battery pack and AC adaptor, £15. Or the lot for £80. Worth £150 when new, most games vgc. Call 0386 860330.

## PERSONALS

● Thank you very, very, very much for the signed photo Racheal Code, love Jody Bunting.

● Saying a huge hello to the hairface in 1092 and hi Doug and my family.

● Are you that girl who I met in Cambridge with my Mum who lives in Melbourne but goes to school in Cambridge, who wears a fixed brace and has brown hair, who waved at me when you got off the bus on Saturday 23rd October? If so, write to: Graeme, 28 Shaftesbury Way, Royston, Herts SG8 9DE. Please.

● Whoever (or whatever) reads this, contact me. All to be revealed then. Quick, don't delay!! Write to: The Gag, 11 The Meadows, Leven, East Yorkshire HU17 5LX.

● I'm looking for a girl called Tracy Stubbs from Dartford. It's me Craig from Essex,

Continued...



# Free Classified Adverts

the 13 year old boy you met in Lanzarote. Contact me by placing an ad in GB Action's classified section.

## PEN PALS

● Penpals needed for lonely person. I will reply to all. Write to: D Maher, 38 Jarrett Road, Northwood, Kirkby, Liverpool L33 9UF.

● Looking for love? Ever heard of Larry in the Land of the Lounge Lizards? Well, that's me! I'm looking for a girl penpal that has a good sense of humour, likes good music and is 14-15! Write to: Q Edwards, 199-4-Chome, Aobadai, Fukuyama City, Hiroshima Ken, Japan.

● If you are 11-15, girl or boy I don't care, funny or not funny, reply guaranteed, write now to: S Cummings, 134 Sagercroft Road, Thatcham, Berkshire RG13 4BE.

● Want a penpal? Then send your details of yourself and your hobbies to: E Parry, 38 Bereweek Road, Winchester, Hants SO22 6AJ. We'll set you up with someone as close as possible to yourself. You can also do swaps with people. Phone 0962 852927.

● Female penpal wanted aged between 13-14 with a good sense of humour. 100% reply. Write to: T Freeland, 11 Hopton Road, Cam, Dursley, Glos GL11 5NZ.

● Girl looking for penpal. Male/female, 14-17 years. My interests are computers and ice skating. So put pen to paper and write to: L Pollock, 38 Woodbank Crescent, Johnstone, Renfrewshire, Scotland PA5 8ER.

● Penpals wanted: between 11-13, male/female, would prefer male, first 5 or 6 get replies, enclose a recent photo. So start writing and get your letters in the post now to: Cally, 34 Dumford Road, Wigston Magna, Leicester LE78 2RG.

● Penpal wanted, male or female, aged 11-12, interests: computers. Please include photo if possible. Write to: N Callaghan, 2 Park Wood Gardens, Broxburn, West Lothian EH52 5RE.

● Wanted penpal, any form of life will do. Must be into Iron Maiden or AC/DC and have Game Boy! Photo if possible. Write to: W Smalley, 164 Pinehurst Road, Swindon, Wiltshire SN2 1SJ.

● Penpal wanted, male or female, 12-15. Please send photo if possible. Write to: H Thorne, 39 The Avenue, Clevedon, Avon S21 7DZ.

● If you are a boy or a girl, have a sense of humour, like any music, and you are 12-17, then write to me! I will reply to everyone. Write to: K Smith, 84 Derwent Road, Thatcham, Berkshire RG13 4UP.

● Wanted a penfriend. Male/female, 13-15. Must have Game Boy and/or Amiga 500+. Likes Warhammer 40,000 (optional) and Totally Mad (optional). Write to: K Bridges, Flat 1, 11 Dammers Road, Dorchester, Dorset DT1 2JX.

● Want a penpal? You must be aged between 13-16, male or female and from UK or overseas. Guaranteed reply. Write to: C Willis, 1 Willoughby Road, Morcott, Oakham, Leics LE75 9DY, England, UK.

● Hil Penpal wanted, male or female, aged 11-13, must try to like Red Dwarf, East 17, Amiga and Game Boy. Write to: J Harper, 43 Mavis Crescent, Havant, Hants PO9 2AE.

● Wanted female or male penpals aged 16+. Will reply to all letters. Any country. Please write to: A Yuen, 105 Mill Close Road, Norwich, Norfolk NR3 1NY.

● Penpal wanted, must be between 9-13 years. Must also like Guns N' Roses. Please contact: S Winstone, 2 Playse Green, Hambridge, Nr Langport, Somerset TA10 0AP.

● Penpal wanted male/female. Must like wrestling, Man Utd and own a Game Boy. Age 10-13. If it is possible include a very recent photo. Write to: C Manning, 97 Coniston Drive, Walton-le-Dale, Preston PR5 4RQ.

● Attention all males/females aged 13+ who like computers, music and having fun. Don't delay, get your pens scribbling to: J Madeley, 31 Furnace Lane, Loscoe, Derbyshire DE75 7LD.

● Hil I need a penpal, any age or sex. I'm 13 and female but all males, don't get put off!!! I enjoy most of life so write to me: J Morgan, 16 Shepperton Street, Nuneaton, Warks CV11 4NN.

● I am looking for a penpal between 10-12 years old, must like snooker and comput-

ers, must like beat'em-ups and platform games. Male or female. Must support Arsenal or any other team. Phone 0727 823435 on week days after 4pm.

● Groovers!! Female seeking male/female penpal, aged 13+, who likes chart music from anywhere in the universe! Get writing now to: S Madeley, 1 Victoria Court, Albert Road, Long Eaton, Notts NG10 1NH.

● Cowabunga, dudes! Looking for a male penpal 13-15 years old. Must like Blue Peter, Thunderbirds and playing the violin. Must be Turtles fan and like WWF. Write to: L Johnston, Dunotter, Scotland PH1 4BX.

● Wanted male penpal aged 9-10. Must be into Game Boy and Sega Master System. Don't delay, write today to: J Mitchell, 102 Caledonian Avenue, Bellshill, Lanarkshire ML4 3BX.

● New!! The official UK penpal/dating agency is waiting to hear from you. Don't bother with any other expensive amateur cons. This is the ultimate penpal/dating agency. With nearly 100 members already, we are bound to fix you up with someone similar and it's free!! Send a SAE if possible to: M Parker, c/o The Agency, 50 Woodcock Road, Warminster, Wilts BA12 9DF. Tel: 0985 217887.

## CLUBS/MAGS

● 'The small green screen' is the fanzine for Game Boy lovers everywhere. For your copy, send 20p to 'TSGS', 80 Epsom Drive, Ipswich, Suffolk IP1 6SU. Don't forget your address please.

● Fab new Game Boy mag, Game Boy Magic! Great gossip, groovy news and free, yes free! If you want to take part by sending reviews and pictures, or if you want a copy, write to us. Please don't forget to include your name and address. Write to: F Hopkins, 27 Burnside, Haddington, East Lothian, Scotland EH41 4ER. Ta mates! He he!

● Hyper Talk! The new magazine that's as smooth as a Game Boy! Send for a free fact sheet with an SAE or 50p to: R Dawda, 158 Winsford Avenue, Allesley Park, Coventry CV5 9NH. Tel: 0203 672265.

● Win competitions. Our "Comp-A-Guide" gives you tips and advice on winning competitions. Including information with over 200 winning tie breaker slogans. Send SAE and £1.49 PO payable to: I Higginbotham, 4 Temple Ryhydding Drive, Baildon, Shipley, West Yorkshire BD17 5PU. Tel: 0274 584809.

● Free Game Boy games will be given to the 25th and 50th buyers of the fanzine. Eight bit is the latest fanzine for news, previews, cheats and tips. For the latest issue, send £1 to: Eight Bit, 3 Bridge Wood Road, Worcester Park, Surrey KT4 8XP. Tel: 081 337 0171.

● Do you want a cassette full of cheats and Pro Action Replay/Game Genie codes for Game Boy? Send a 1st/2nd class stamp, a blank tape and 50p coin self-addressed to card all in a jiffy bag to: D Walker, 11 Chalfont Close, Beddau, Mid Glamorgan CF38 2SA.

● Game Boy tips, 37 for 50p, 21 Pro Action Replay codes 20p for all consoles, all printed. Send money to I Kent, 111 Sinclair Avenue, Banbury, Oxon OX16 7BQ. Tel: 0295 254620.

● Amazing offer! 122 game Game Boy cheat book, 55 game Game Boy Game Genie book, 90 game Game Boy Action Replay book, 139 game SNES cheat attack and a SNES Street Fighter II cheat guide! All this for only £5 and a foolscap SAE! Put £5 note or a cheque (no coins please) into the SAE for safety and post to: D Walker, 11 Chalfont Close, Beddau, Mid Glamorgan CF38 2SA. Cheats to arrive within 2 weeks or your money back. Will you miss out on this?

● Tips, cheats and codes for a measly 20p. Game Boy, Sega Mega Drive, Sega Master System, Atari ST, Amiga... I've got them! I supply Pro Action Replay and Game Genie codes. Send a small SAE along with your problem(s) and 20p. Write to: J McGurk, 97 Berwick Road, Greenock, Renfrewshire PA16 0HL. Phone 0475 31760.

● Great deal! SNES, NES and Game Boy cheat books together! Over 350 titles beat-en! Put £5 note (no coins) in A4 SAE (for safety). Post to: D Walker, 11 Chalfont Close, Beddau, Mid Glamorgan CF38 2SA. Cheats to arrive within 2 weeks!

● Need a SNES or Game Boy cheat? Write to me. Need a Sega or Nintendo review? Write to me. Want to join my computer

games club? Write to: D Roussev, 33 Lily Close, St Paul's Court, London W14 9VA.

● Join the Herbal T-Club for 8-12s. Send 40p in coins and SAE for home made quality goods (ring for more details). Call 0254 705310, or write to: E Ross, Herbal T-Club, 17 Sunnyhurst Lane, Darwen, Lancs BB3 1JN.

● Game Boy club by R Ling. Free information when you send a SAE to me at: R Ling, 19 Home Close, Stotford, Hitchin, Herts SG5 4DJ. Reply guaranteed, will inform if delayed. Tel: 0462 834051.

● Paul's penpal club! Don't delay, loads of fun and games! Help with anything! Please remember to send a SAE. Free to join! And penpals too! Get writing to: P Dunbavan, 4 The Green, Ribblesdale, Ribblesdale, Preston PR2 6QF. Tel: 0772 796489.

● Game Boy Players Direct. The new club in town. Monthly newsletter which includes cheats, tips, advice, new games, etc. Also a free swap club. For more information send a large SAE to this address: T Conley, 19 Richmond Close, Calmore, Southampton SO4 2TH. Tel: 0703 867628.

● Superior swaps! Game swapping club for the Game Boy. Only £2 per game, or £3 for 2! Send no money now, write with SAE for more details to: M Andrews, 6 Slade Terrace, Fishguard, Dyfed SA65 9PD. Phone: 0348 874263.

● GB Fiends - a new club for Game Boy users. Send SAE for information on the club's magazine, competitions, etc... Alternatively send £1 for a copy of the magazine to the below address. Also, anyone interested in helping to set up either a SNES, NES or Star Trek club? If yes, send SAE to: R Marshall, 80 Norrey's Avenue, Wokingham, Berkshire RG11 1UG.

● Gamer-Link! The original penpal club for gamers! Over 350 members world wide! Send stamp for full details to: Gamer-Link, 28 Churchfield, Ware, Herts SG12 0EP.

## MISC

● Spectrum 128K +2 games: Games Centre £5, Trivial Pursuit £5, Art Studio £3, Bard's Tale £3, Screen Heroes £5 and various others £3. Ring 0274 544190.

● For sale NES with 2 joypads, 1 joystick and 8 games including McDonaldland etc for £100. So ring now on 081 665 1877 after 6pm week days.

● Amiga wanted: will swap for a combination of Sega Master System and games, Game Boy with or without games, a Spectrum 48K+ and games and tape recorder, and finally an Acorn Electron and games. May sell and split the above. Write to: P Allen, 21 Orchard Paddock, Haxby, York YO3 3DW.

● Wanted your Sega Mega Drive for my Sega Master System 2 with 5 games, or sell for £70 on. Ring 0875 340895.

● For sale: Sega Master System II, 5 boxed games and 2 controllers, still boxed, excellent condition, £70. Contact 051 639 7644 after 6pm (NW only).

● For sale: Sega Master System plus. Includes: light Phaser, control pad, rapid fire unit and 2 games built-in. Will sell for £40. Also 16 games for sale for £5-15 each. Phone 0925 417105.

● PC games to swap. Will swap my IBM compatible 3.5" Award Winners games package (including Populous, Kick-Off 2, Space Ace and Pipe Mania) for your IBM 3.5" Burnin' Rubber or another car racing game. Phone 0952 820673 after 6pm. All games boxed with instructions please.

● Sega Game Gear plus 6 games: Solitaire, Out Run, Columns, Slider, Wimbledon and Pengo. Also Sega Master System adaptor to play Sega Master System games. No boxes for any item. Phone 091 373 1048.

● Wanted Anime Manga material, anything considered, eg. Game Boy carts, SNES carts, videos, magazines, etc. Realistic prices please. Write to: F Morton, 42 Mountain View Drive, Newry, Co Down, N Ireland BT35 6DW.

● Wanted! A joystick for the Commodore 16 PLUS 4. I also want some games for the same format. Send all information (inc. price) to: R Bird, 36 Monument Lane, Tittensor, Stoke-on-Trent, Staffs ST12 9JH.

● For sale Lego and lots of it. I have 4 different types of Lego: Technic, Town,

Electric Train Set and Space Lego. Worth about £50, will sell for £30 on. Phone 081 508 2453.

● For sale Sega Game Gear with 4 games and an AC adaptor. Games are: Sonic the Hedgehog 2, Taz-Mania, Pengo and Wonder Boy 3. All complete with boxes and instructions. Prices open to offers. Tel 0772 600501.

● For sale Raleigh 5 gear mountain bike, suitable for 7-10 year old, £50 on. Phone 081 482 0973, Enfield area, if interested.

● Atari ST with 1 meg memory for sale. Comes with special cartridge and many many games on request. Games and serious stuff also. Special price £150 only. Giveaway! New parts have just been fitted. Wow! Ring 031 312 7011.

● I will swap my Camcorder with tape, light, tripod, case, etc. worth £550 for a SNES and a Sega Mega CD without a Sega Mega Drive. Need urgently. Phone 081 679 5560.

● Will sell NES, 4 games, 2 joypads and Ness Advantage joystick, boxed, £50, or swap for Game Boy and accessories. Phone 081 950 7227.

● For sale Atari Lynx handheld with 5 games: Dirty Larry, Bill and Ted, Blue Lightning, Batman Returns and Todd in Slime World, car adaptor, plug adaptor and carry case, all this for only £80. Phone 0772 422101.

● For sale BMX bike. Sell for £28 or swap for a top selling Game Boy game. Must collect from Coventry area. Phone 0203 302043.

● For sale Monkey Island 2 for Amiga, as new, £17 on (11 disks). Ring 021 355 1781.

● Sega Mega Drive for sale with 3 games, £100, or will swap for a SNES with 1 game. Phone 0865 842358, hear from you soon.

● Attention! Right. For sale Sega Master System II with 5 games: Pro Wrestling, Sonic the Hedgehog, Stride, Master of Darkness and another. Call 031 317 1305.

● For sale Sega Mega Drive with 2 joypads, converter and 10 games including Sonic the Hedgehog, £190. Phone 081 292 6132, Enfield.

● For sale, 25 Amiga games, £3-5 each, including: Final Fight, Gods, etc. Plus 26 Amiga cover disks, £1 each, including: Populous II, First Samurai, DPaint 2, Workbench and Disk Cleaner. Ring 0703 785993 from 5pm onwards all nights. Send a SAE for a games list to: 100 Bellemoor Road, Upper Shirley, Southampton, Hampshire SO7 2QX.

● Atari ST/E games for sale including Rodland, TMTNTurtles and Rainbow Collection. All between £2-10. Computer magazines 50p each. Please call for details. All are in excellent condition. Phone 0772 717100. Must be able to collect from Preston area.

● I will swap my Scalextric with 8 extra cars, starter lights, humpback bridge and an accessory set for a SNES with 1 or more games. Must be able to collect. Write to: S Morley, 138 Broadgate Lane, Horsforth, Leeds LS18 5BS.

● Swap NES Solstice or Game Genie for NES or Game Boy Kirby's Dream Land. Phone 041 954 0293.

● For sale Commodore 64, 150+ games, joypad, cassette deck, cartridge holder, power pack, ariel, 2 years old, new games, manual, magazines, £75 on. Phone 0752 784485.

● Atari STE for sale, 120 games, 2 joysticks, mouse plus mat, disk boxes, mags and books. Good condition. Only £150. Phone 081 395 6487.

● Sega Mega Drive, 4 games, Menacer Gun with 6 game cart and 2 pads, worth over £300, sell for £150, or swap for Amiga. Tel: 0244 533568.

● Look, NES for sale, absolutely brilliant value. 4 games and zapper including Super Mario Bros 1, 2 & 3. Only £59. Bargain or what? Phone 0248 715750.

● I will swap my Sega Master System power base with broken reset button, 2 controllers and 4 games: R-Type, Mickey Mouse, After Burner and California Games for Sega Game Gear and 1 game. Phone 0788 550724.

● For sale Japanese Sega Mega Drive plus 11 games, 2 joypads and loads of other extras, only £250!!! on. Phone 021 353 0319.

● For sale: Amstrad 6128 with colour monitor, disk drive, joystick, disk storage, manual and leads plus 1 for a tape drive and 16 games including Street Fighter, all but 1

with instructions, £125 on. Phone 0980 862577 after 6pm.

● Wanted: Star Wars figures, vehicles and merchandise. Send lists to: PO Box 18, Ballyclare, Co Antrim, N Ireland BT39 0BQ.

● Sega Mega Drive games WWF Super Wrestlemania and John Madden Football '92, £20 each. Tel: 0849 433202.

● Sell Sega Game Gear, 6 games, carry case, battery pack and mains adaptor. Worth £300. Sell for £200 on. Call 0874 730467 after 4.15pm.

● Amazing offer! 10 magazines (C&VG, Total, Zone, etc.) for only £5, a bargain! Put £5 note (no coins!) in A3 SAE (for safety) and post to: D Walker, 11 Chalfont Close, Beddau, Mid Glamorgan CF38 2SA. Mags to arrive within 2 weeks!

● For sale Spectrum ZX 128K, good condition, 20 good games, 5 of which are the most recent car/football/plane simulations. You name price and we'll haggle. Please buy, it might get lots of money as an antique soon! Hurry. Phone 0692 402195.

● I will swap my Commodore C64 with 2 joysticks, tape deck and 15 games for your NES and 2 games. Must live in Wiltshire area. Write to: B Hayward, 'Brynteg', Littlecott, Enford, Pewsey, Wiltshire SN9 6AJ.

● For sale. Issue 2 of Mean Machines, great condition, £15 on. PC Engine with 6 top games, 3 player adaptor, pad and joystick. Games include: Splatter House, Chan and Chan, Chase HQ and Bloody Wolf. £110 on. May split. Also Atari 2600 with 2 games, £12.

● Top prices paid for complete trading card collections. Write with offers to: D Wood, 24 Marlborough Road, Stevenage, Herts SG2 9HW.

● Commodore 64 for sale, 200+ games, 2 tape decks, power pack and mags, £55. Phone 0322 222793 after 5pm.

● C64 computer complete with 2 joysticks, 84 cassettes, 2 cartridges, printer, disk drive, 10 disks, 10 blank disks, over 2000 sheets of paper and light gun. All in excellent condition. All this for £200. Contact 0702 205589.

● For sale Tamiya R/C Blackfoot in vgc with spare parts and extras. Worth £200+, selling for £130 on. Tel 0242 820909.

● For sale or swap, NES with 7 games: Zelda, Link, Super Mario Bros 1 & 3, Wrestling, Duck Hunt and Salamander. Also 2 control pads and light gun. Will sell for £70, or swap for Game Boy with 2-3 games or more. Phone 091 234 1444.

● For sale Atari ST/E games including Rodland, Digger, TMTNTurtles and Edd the Duck. All boxed. Sell for between £2-10, or will swap for good Game Boy games. Call for details. Phone 0772 717100 for 100% response.

● I will swap my Sega Master System with 7 games including: Olympic Gold, R-Type and Sonic the Hedgehog 1 & 2 for Sega Mega Drive with Mortal Combat or WWF Wrestling, or for SNES with any 2 games, or sell for £140. Phone 0908 569887.

● For sale NES with Goonies and Super Mario Bros plus 2 joypads, all for £40, vgc. Phone 0245 475927.

● Boo! It's me again. For sale radio-controlled VW Beetle including recharger and batteries, £50. And Cascade radio/tape/phone including record storage, £50. Phone 0246 412709.

● Sega Mega Drive games, PGA 2 £25, Road Rash 2 £25, Golden Axe £20, EA Hockey and John Madden '92 £30, Sonic the Hedgehog and Sega Mega Drive £70, Menacer gun and 6 game cartridge £25, Ecco the Dolphin £25 and Street Fighter II for Sega Mega Drive £35. Tel: 0452 713667.

● Spectrum 48K+ with games (negotiable), joystick interface, all wires and tape recorder. Will swap for Game Boy game(s) or sell (make me an offer). Also wanted: Game Genie or more Spectrum games on tape and disk. Send offers to: P Allen, 21 Orchard Paddock, Haxby, York, YO3 3DW or tel: 0904 760397. PS. Will swap Speccy games for mine or buy.

● For sale: Street Fighter II for the SNES. I will sell for £40. If interested phone 081 958 2829. Take it or leave it!

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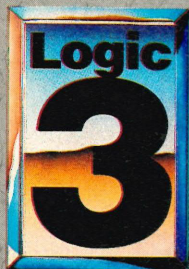
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# PURE GAME BOY EXCITEMENT

# NEXT MONTH

The world's only Game Boy magazine will be comin' at ya once more next month with a load of exciting Game Boy stuff in it. Prepare for an overload of corking hand held hilarity.



## KONAMI KONQUERS KARTS

One of the world's most successful software companies are keeping faith with the Game Boy in a big way. Batman The Animated Series, Tiny Toons 2 and Turtles III are all due out soon and GB Action will be the first to review 'em. We can't wait, can you?

## SPECIAL! PHOTOSTORY

Ever wondered what goes on in our office? If so, check out next month's special GB Action photostory starring all your favourite GBers. You'll be in for a few surprises, that's for sure. There'll be no sign of Sharon, either.

## TOTAL TITUS

Monster Max and Blues Brothers' Jukebox Adventure will be mercilessly shoved under the GB Action microscope for an initial impression. But will they be ream or rank? Find out next month.

# GB ACTION

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# REVIEWS FEATURES PREVIEWS





# Nintendo GAME BOY™



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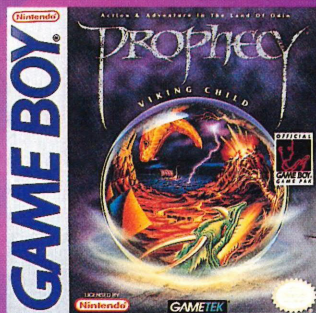
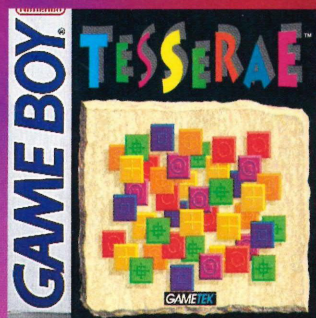
Take yourself back in time to the Stone Age where many a Neanderthal Nerd lived together in tribes.

Intelligence was bottom of the evolutionary list and boy did it show!!!

In a naive struggle against extinction, THE HUMANS had to work as a team to discover fire, weapons, the wheel and solve all number of problems in everyday life.

**Finish the levels with as many of your tribesmen intact as is HUMAN-ly possible.**

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